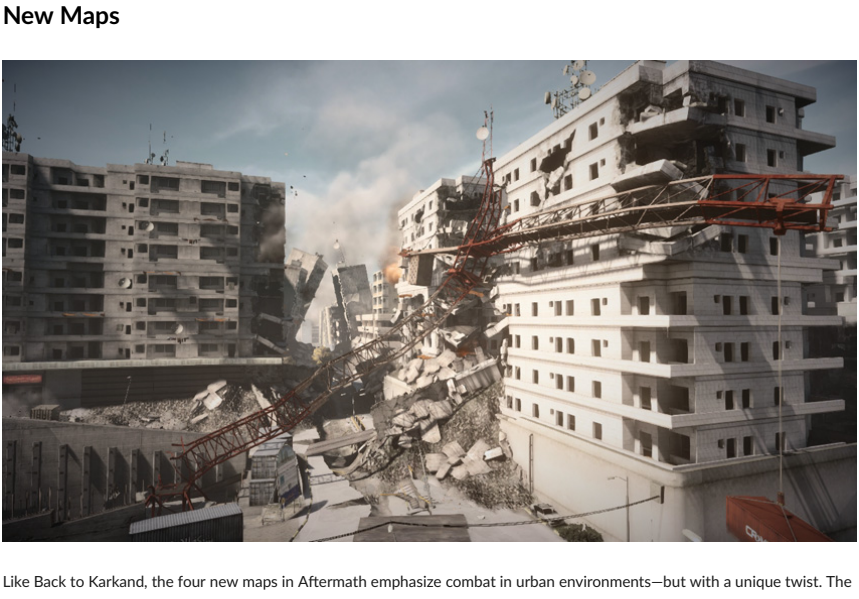
Aftermath Primer

Aftermath Primer

What's New?

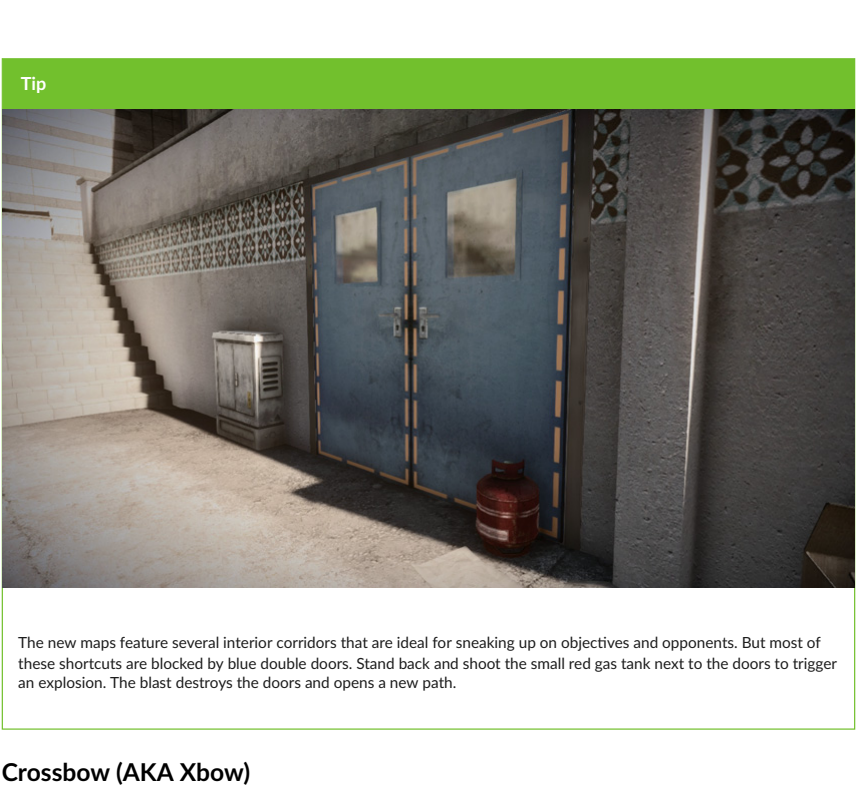
The Battlefield 3: Aftermath expansion pack takes place immediately following the devastating earthquake featured at the end of Operation Swordbreaker in the single-player campaign. Fighting amongst the devastation in this urban combat setting tests players in new ways, and offers plenty of opportunity for vertical gameplay. Damaged buildings create slopes to climb and cracked streets become trenches to take cover in. The earthquake has also damaged vehicles and weapons for both fighting forces, which has inspired a number of unique features in the expansion pack and changes how the game looks, feels, and plays.

New Maps



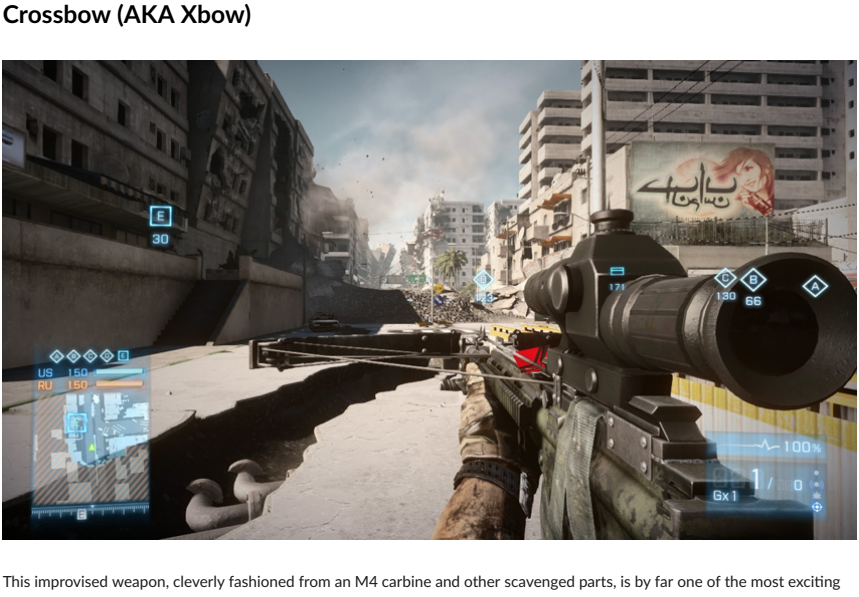
Like Back to Karkand, the four new maps in Aftermath emphasize combat in urban environments—but with a unique twist. The earthquake has completely devastated these once densely populated city centers, leaving crumbled buildings and rippled streets. So in addition to fighting pitched battles in a dangerous urban settings, soldiers must also adapt to the challenging, rubble-filled terrain before them. And in the case of the Epicenter map, the seismic activity hasn't subsided, resulting in unsettling aftershocks—engaging opponents while the ground is shaking adds an entirely new intensity to the Battlefield experience. Each new map and its supported game modes are covered in extreme detail within the Multiplayer Maps chapter.

Tip



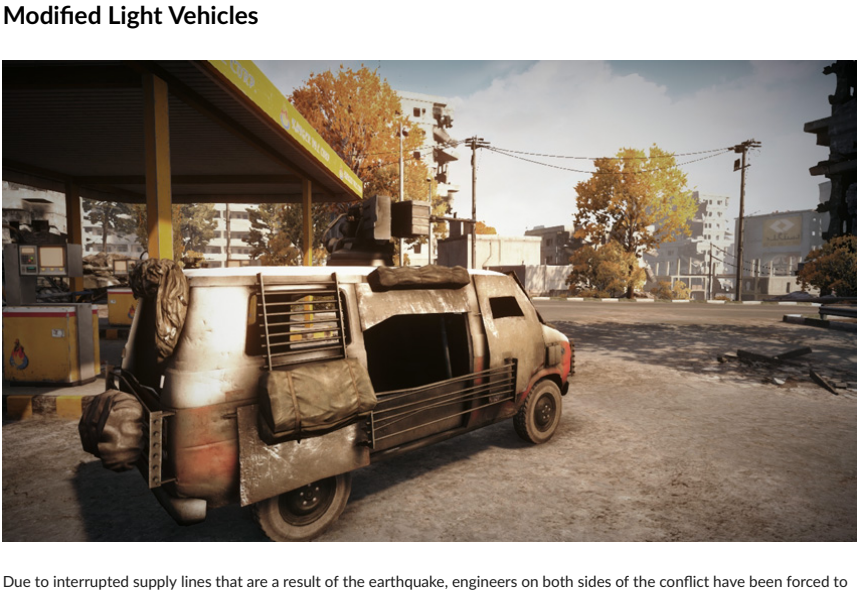
The new maps feature several interior corridors that are ideal for sneaking up on objectives and opponents. But most of these shortcuts are blocked by blue double doors. Stand back and shoot the small red gas tank next to the doors to trigger an explosion. The blast destroys the doors and opens a new path.

Crossbow (AKA Xbow)



This improvised weapon, cleverly fashioned from an M4 carbine and other scavenged parts, is by far one of the most exciting features in Aftermath. With it, you can silently eliminate opponents with a variety of unique bolts. Despite their lethal capabilities, the new Xbow and Xbow Scoped are classified as gadgets and do not occupy your soldier's primary or sidearm weapon slot. While this expands your offensive options, it also means leaving behind gadgets like the medic kit and ammo box. But the power and versatility offered by these silent, single-shot weapons is a worthwhile trade-off once you get the hang of slinging bolts at unsuspecting opponents. For more information on the Xbow, Xbow Scoped, and the bolts they use, flip ahead to the Weapons and Vehicles chapter.

Modified Light Vehicles

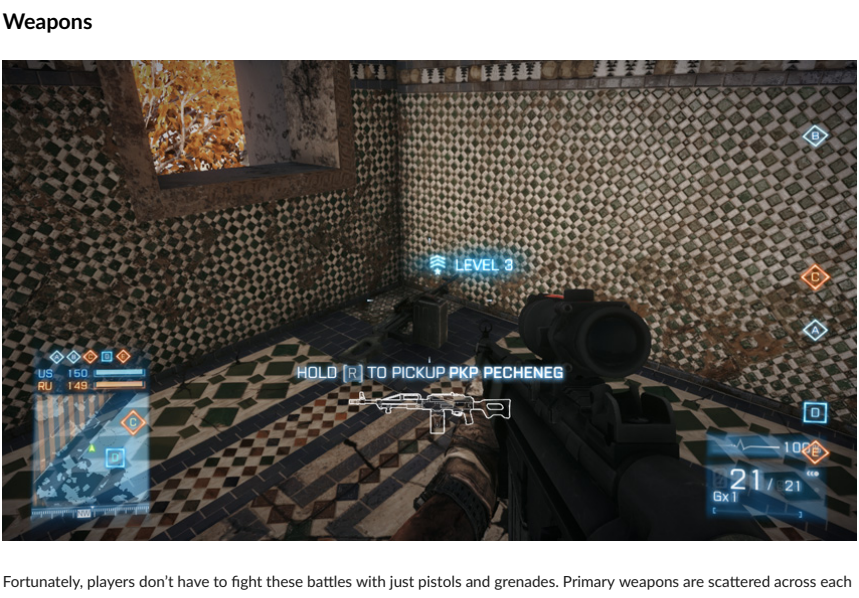


Due to interrupted supply lines that are a result of the earthquake, engineers on both sides of the conflict have been forced to improvise. They have utilized scrap metal and other materials to modify existing vehicles for combat. Such ingenuity has led to the creation of the Rhino, Phoenix, and Barsuk. The Rhino is a civilian van equipped with extra armor and a heavy machine gun turret mounted on the roof, which makes it a formidable battle wagon and troop transport. The existing HMMWV and Vodnik have also been modified to create the Phoenix and Barsuk. These two customized light vehicles are equipped with heavy machine guns as well as devastating fully-automatic grenade launchers. The earthquake-ravaged environments aren't easy to traverse in a vehicle, so be mindful of damaged streets, sinkholes, and debris while racing through each map. Also, don't let the makeshift barricades found in many neighborhoods stop you—vehicles can crash or blast their way through these flimsy obstacles.

Scavenger

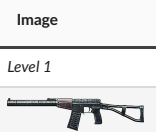
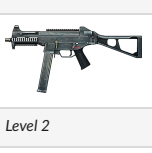
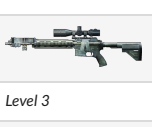
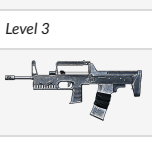
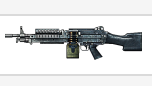
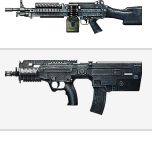
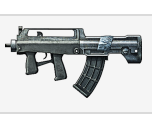
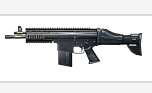
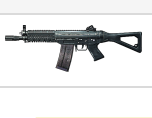
Aftermath also introduces a new game mode called Scavenger. Players experience the mad scramble for weaponry immediately following the earthquake. This infantry-only mode plays like a miniature version of Conquest, with five flags on each map serving as control points. As in Conquest, the goal in Scavenger mode is to capture and hold a majority of the flags (three or more) to initiate a drain on the opposing team's ticket count. The team whose ticket count is reduced to zero loses the match. But in addition to capturing and defending flags, all players face a unique challenge: At the start of each Scavenger match, all players are equipped with only a pistol and a grenade. The pistol is the only piece of equipment you can choose for your soldier during this mode—you can select any pistol you've already unlocked. All troop kit-based gadgets are unavailable, essentially making all classes equal. In addition to selecting your pistol you can also choose one soldier specialization, which functions normally. However, in this mode, the Ammo specialization does not give you more ammo when you spawn in. Instead, the Ammo specialization will grant you more ammo when interacting with the map's ammo crate. We'll reveal more on this later.

Weapons



Fortunately, players don't have to fight these battles with just pistols and grenades. Primary weapons are scattered across each map in predetermined locations called weapon spawners. There are three different levels of weapon spawners and each one produces a different type of weapon. Level 1 weapon spawners are the most common; they produce fast-firing, close-range PDWs. PDWs are a step up from the pistol you begin the match with, but you'll probably want to find something with a bit more range and damage output. The level 2 weapon spawners produce sniper rifles and shotguns, adding more lethality to your arsenal. But for the greatest versatility, seek out level 3 weapon spawners to gain access to carbines, assault rifles, and light machine guns. Level 3 weapon spawners are the most rare and usually are located in high-traffic areas of the map, often near flags. So before rushing toward one of these weapon spawners, make sure the surrounding area is clear of threats—it's not uncommon for opponents to camp these spots. To pick up a weapon produced by a weapon spawner, stand next to it and press the button/key shown on-screen. (This is just like picking-up a kit dropped by fallen players in other modes.) If you're quick, you can grab these weapons while on the move.

Scavenger Mode Weapons

Image	Weapon	Ammo	Optic Attachment	Primary Attachment	Secondary Attachment
Level 1					
	AS VAL	42	—	—	—
	M5K	42	—	—	—
	MP7	42	—	—	—
	P90	51	—	—	—
	PDW-R	42	—	—	—
	PP-19	55	—	—	—
	PP-2000	42	—	—	—
	UMP-45	52	—	—	—
Level 2					
	870MCS	15	Reflex (RDS)	—	Laser Sight
	DAO-12	16	KOBRA (RDS)	—	Laser Sight
	M1014	15	Holographic (HOLO)	—	Laser Sight
	M98B	12	ACOG (4x)	Straight Pull Bolt	Laser Sight
	MK11 MOD 0	12	Reflex (RDS)	Foregrip	Suppressor
	MKA3A1	16	Reflex (RDS)	—	Laser Sight
	SPAS-12	15	Reflex (RDS)	—	Laser Sight
	SVD	22	ACOG (4x)	Foregrip	Laser Sight
	Xbow	10	KOBRA (RDS)	—	—
	Xbow Scoped	10	PKS-07 (7x)	—	—
Level 3					
	A-91	62	KOBRA (RDS)	Foregrip	Laser Sight
	ACW-R	54	Reflex (RDS)	Foregrip	Laser Sight
	AK-74M	62	KOBRA (RDS)	Foregrip	Heavy Barrel
	AKS-74u	62	KOBRA (RDS)	Foregrip	Laser Sight
	G36C	62	Holographic (HOLO)	Foregrip	Heavy Barrel
	G3A3	42	ACOG (4x)	Foregrip	Heavy Barrel
	G53	62	Reflex (RDS)	Suppressor	Heavy Barrel
	M249	100	ACOG (4x)	Bipod	Laser Sight
	MTAR-21	62	Reflex (RDS)	Foregrip	Laser Sight
	PKP PECHENEG	100	KOBRA (RDS)	Bipod	Laser Sight
	QBZ-95B	62	Holographic (HOLO)	Foregrip	Laser Sight
	SCAR-H	42	Reflex (RDS)	Foregrip	Laser Sight
	SCAR-L	62	Holographic (HOLO)	Foregrip	Laser Sight
	SG553	62	Holographic (HOLO)	Foregrip	Heavy Barrel

Note

The weapon spawners generate weapons randomly, in no particular order. It's entirely possible for certain weapons to never make an appearance during a match. So instead of waiting for a specific weapon to appear, make the most of the weapons provided.

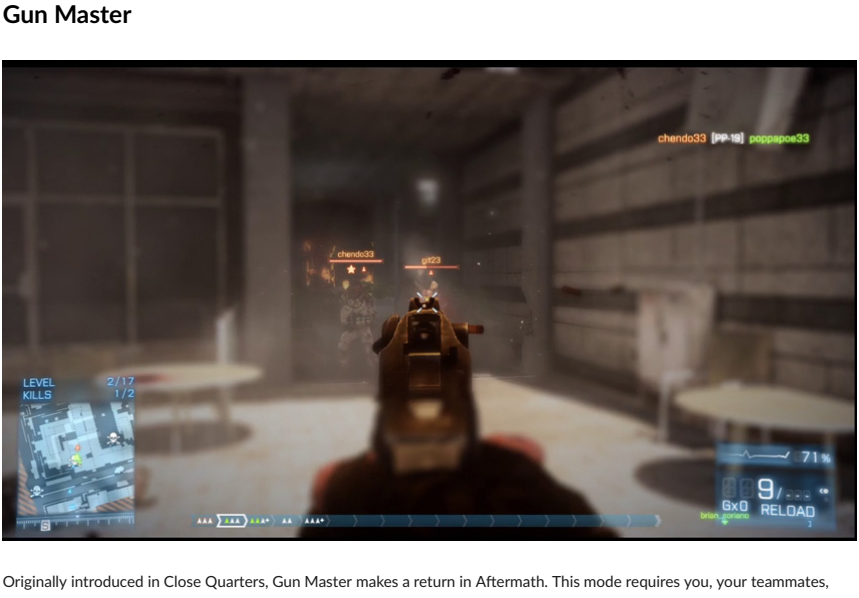
Ammo Crates

Even after you pick up a primary weapon, you usually have no more than two magazines. Given the scarcity of ammo, you'll need to pick up new weapons often. However, if you really like the weapon you currently have, there is one way to replenish your ammo. There is only one ammo crate on each map, and it's usually positioned in a dangerous high-traffic area. These crates are sometimes difficult to find because they do not appear on the minimap—but you can find them on our Scavenger mode maps in this guide. So once you learn the location of the ammo crate, memorize it and return often to keep your hungry weapon well fed. Like level 3 weapon spawners, ammo crates draw plenty of attention, so be aware of campers posted nearby. To interact with an ammo crate, simply stand in front of it to stock up on fresh magazines. Ammo crates also supply you with grenades—you can carry only one grenade unless you have chosen the Grenades specialization.

Tip

In Scavenger matches, coordinate with your squad to become an unstoppable hoard. Any stray enemies are not likely to have the firepower or foresight to stop your squad from encroaching upon them. There are no explosives to stop your squad, aside from the few grenades that opponents possess when they first spawn. Avoid picking up weapons when moving with your squad, unless it is needed. Doing so puts your squad at disadvantage, because your squad mates will not be able to pick up the weapon you just took.

Gun Master



Originally introduced in Close Quarters, Gun Master makes a return in Aftermath. This mode requires you, your teammates, and opponents to progress through several levels of weapons. At each level you're assigned a single firearm and a knife. You must score two kills with the assigned firearm before progressing to the next level, where you're assigned a new weapon. Knife kills do not count toward the two-kill total, but they result in demoting your victim. So if an opponent is progressing too quickly, kill them with a knife to knock them back a level. In the standard variant of this mode, every player begins at level one, equipped with a MP443 pistol and a knife. But as the match progresses and some players score more kills than others, the dynamic of each engagement differs, often giving players with a particular weapon a significant advantage over their opponents. For example, the first player to reach level four gains a PP-19 fully automatic PDW. This gives them a leg up on the competition still running around with pistols. But higher-level weapons aren't always better. The PNG-90 sniper rifle, equipped at level 15, is one of the most difficult weapons to master given the cramped spaces of each map. In the final level you're equipped only with a knife and must score a single kill to win the match.

During Gun Master matches, players are divided into two teams. While you can utilize teamwork to hunt down opponents, all spawning is random, which often places you in a remote area of the map. You cannot spawn on teammates. So take some time moving in the direction of your teammates, who appear as green ID tags on the HUD. While it's possible to succeed on your own, if you come across a group of players who are working together, you'll have a tough time surviving the engagement. You're better off moving around the map with one or two buddies. Before rushing into a Gun Master match, take a moment to review the weapons equipped at each level. Adjust your tactics at each acquired level to take advantage of the assigned weapon's strengths.

New Weapon Lists

In addition to the standard 17-level list of weapons, Aftermath adds eight new weapon lists to the mix for greater variety. These weapon lists can only be set by server administrators.

Gun Master Weapon Lists

Level	Standard Setup	Reverse Setup	Light Setup	Heavy Setup	Pistol Run!	Sniper's Delight	US Arms Race	RU Arms Race	EU Arms Race
1	MP443	Knife	M9	MP412 REX	M9	M9 Supp.	M9	MP443	G17C
2	93R	M320 LVG	G17C	.44 Magnum	MP443	G17C Supp.	M1911	MP412 REX	93R
3	.44 Magnum	JNG-90	93-R	SPAS-12	G17C	M1911 Supp.	870MCS	SAIGA 12K	SPAS-12
4	PP-19	M417	870MCS	MK3A3	M9 Supp.	SVD	PDW-R	PP-2000	MP7
5	P90	L86A2	SAIGA 12K	AK-74M	G17C Supp.	SKS	M4A1	PP-19	UMP-45
6	SPAS-12	LSAT	SPAS-12	F2000	M1911	MK11 MOD 0	M16A4	AS VAL	G36C
7	MK3A1	SCAR-L	DAO-12	G3A3	G18	QBU-88	M249	AKS-74u	M416
8	ACW-R	AUG A3	M1014	FAMAS	93R	M417	M240B	AK-74M	L85A2
9	MTAR-21	MTAR-21	PP-2000	SCAR-L	MP412 REX	M40A5	MK11 MOD 0	RPK-74	MG36
10	AUG A3	ACW-R	M5K	AUG A3	.44 Magnum	SV98	M40A5	SVD	M417
11	SCAR-L	MK3A1	P90	M249	Knife	L96	SMAW	RPG-7V2	M320
12	LSAT	SPAS-12	MP7	M60E4	—	JNG-90	Knife	Knife	Knife
13	L86A2	P90	AS VAL	QBB-95	—	M98B	—	—	—
14	M417	PP-19	PP-19	MG36	—	Xbow	—	—	—
15	JNG-90	.44 Magnum	UMP-45	LSAT	—	Knife	—	—	—
16	M320 LVG	93R	M320	C4	—	—	—	—	—
17	Knife	MP443	Knife	Knife	—	—	—	—	—

Classes: A New Look

Following the earthquake event depicted in the single-player campaign in Battlefield 3, operational capacity in the Iran region is severely compromised. From the ashes rise survivors who are beat-up but not beaten. The whole style and tone in the themed expansion pack is one of being down but not out, and you can even see it in the multiplayer character design: These soldiers have bandages, cuts, and bruises, and their clothes are torn.

Assault

US Assault

RU Assault

- Strengths: Well-rounded kit; heal/revive teammates
- Weakness: Weak anti-vehicle capability

The assault class is the most versatile of the four, proving effective in both offensive and defensive situations. When you're not sure what kit to choose, you can't go wrong with this one. The assault rifles associated with this kit are excellent at any range, and have great damage output and impressive rates of fire. Each assault rifle can also be equipped with the M320 40mm grenade launcher, which is great for blasting infantry, light-skinned vehicles, and even structures. The M26 MASS assault rifle attachment is a powerful shotgun capable of firing a variety of devastating ammo. Beyond their impressive offensive capabilities, the assault class is now responsible for healing injured teammates with the medic kit and reviving recently deceased teammates with the Defibrillator. The Defibrillator isn't immediately available, so keep playing as the assault class to unlock it; it's the first item unlocked.

Engineer

US Engineer

RU Engineer

- Strengths: Anti-vehicle specialist; vehicle repair
- Weakness: Limited anti-infantry capability

Engineers are great at taking out vehicles as well as fixing them. Out of the gate, the engineer is equipped with the SMAW or RPG-7V2 rocket launcher. Use this weapon (and the kit's unlockable FGM-148 Javelin) to take out enemy vehicles, including heavily armored tanks and IFVs. The first unlocks available to this class are the FIM-92 Stinger and SA-18 IGLA shoulder-fired anti-aircraft missiles, which are perfect for shooting down helicopters and jets. While the engineer is strong against vehicles, the kit's carbines are a bit underpowered, particularly at long range. So when you're not facing tons of vehicles, consider choosing a different kit with better performance against infantry. In addition to demolishing vehicles, the engineer can also repair them with the Repair Tool. Repairing manned friendly vehicles can earn you Repair points that serve as a great way to supplement your score. Try to use the vehicle you're repairing as cover, to avoid getting picked off by enemies.

Support

US Support

RU Support

- Strengths: Solid anti-infantry kit; ammo resupply
- Weakness: Limited anti-armor capability

The support kit is a crucial member of any squad, regardless of the tactical situation. These guys carry the massive light machine guns that are capable of laying down high volumes of sustained fire and are great for suppressing enemy infantry. The support class also has access to some of the most devastating weapons in the game, including C4, Claymores, and the new M224 Mortar. When they're not busy scoring kills, support troops should supply teammates using the ammo box. The ammo box dispenses ammunition to all within a small radius. There are no ammo crates in multiplayer, so it's up to the support players to replenish everyone's ammo. You earn a Resupply bonus (10 points) whenever a teammate retrieves ammo from an ammo box, so don't be stingy with these things. Scatter them around your teammates to boost your score. Since this is the only kit equipped with explosives, support players are also effective at taking out enemy vehicles with C4, either through direct application or through the creation of car bombs. So if you're not satisfied laying down suppressive fire from a distance, take the fight to close range and do some damage with your explosives. But such attacks are extremely dangerous, so you had better have an assault buddy nearby to revive you.

Recon

US Recon

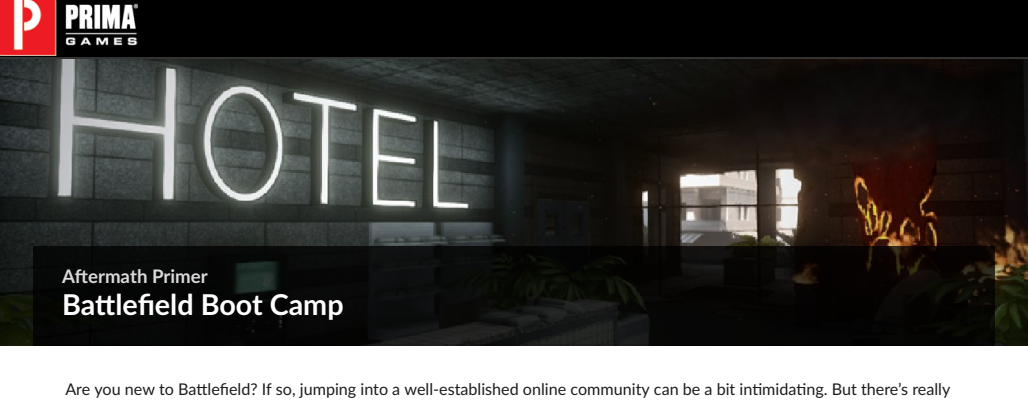
RU Recon

- Strength: Long-range/spotting specialist
- Weaknesses: Slow-firing; vulnerable in close quarters

The recon class is much more than just a sniper. Gadgets like the Radio Beacon, SOFLAM, MAV, and T-UGS motion sensor put a greater emphasis on team play, allowing the recon player to fill a more supportive role. It's up to the recon class to spot targets for infantry and vehicles, informing teammates of enemy movement and designating targets for laser-guided munitions. But this doesn't mean recon troops can't also crack skulls at long range. The sniper rifles offered by this kit require the greatest amount of skill and patience of any weapon type, so they are best reserved for players willing to put in the practice to master them. Unless you score headshots every time, it will take two or three hits to down an opponent. Accuracy and stability can be improved significantly by firing from a prone position with a Bipod.

Note

Although the classes look different, they still play exactly the same. You can still apply camo to these soldiers to customize them with any patterns you've already unlocked.

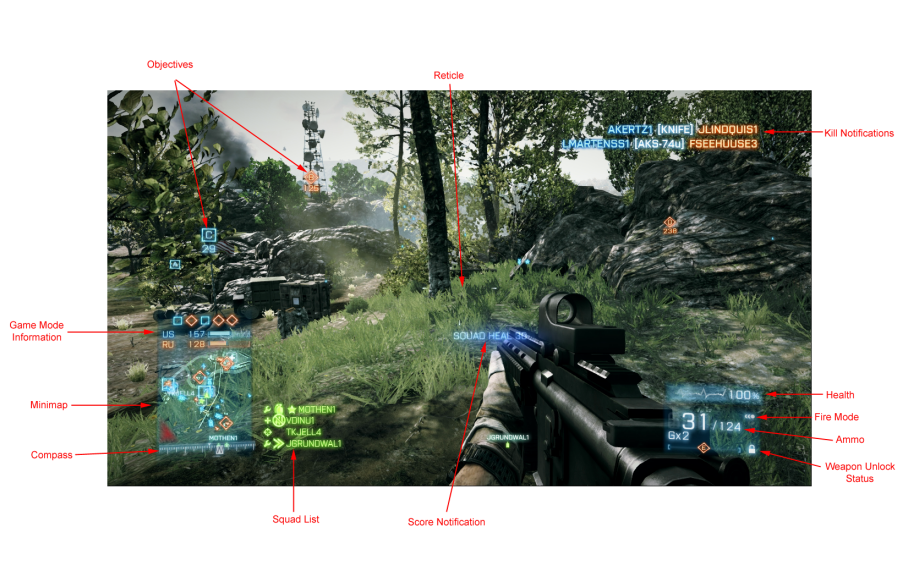


Aftermath Primer

Battlefield Boot Camp

Are you new to Battlefield? If so, jumping into a well-established online community can be a bit intimidating. But there's really nothing to fear. Regardless of your experience or skill level, there is a role for everyone in Battlefield. In fact, this is one of the only online shooters where you can post a big score without even firing a single bullet. In this section, we cover basic gameplay mechanics and offer some helpful tips to assist you during your online career.

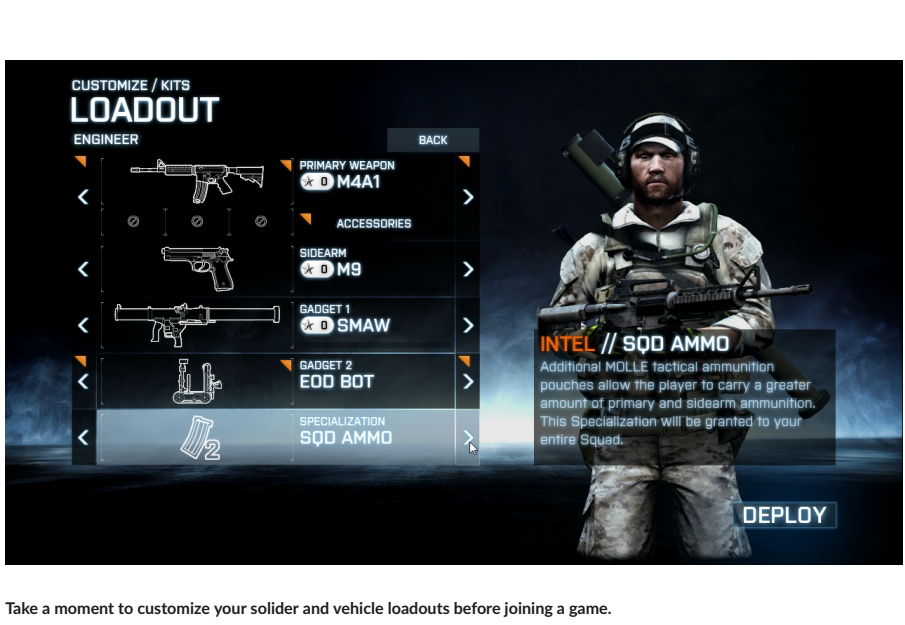
Interface



The heads-up display, or HUD, is the way that vital information is displayed on your screen. None of the items on your HUD are there for aesthetics. They are there to help you accomplish your objectives and keep you alive. Here's a brief explanation of every item on the HUD.

- **Reticle:** The reticle is the aiming point for your selected weapon and is always located in the center of the screen. To hit a target, place the reticle over it and fire. The reticle makes changes based on the weapon you're using. When firing at an enemy, watch for diagonal lines flashing around the perimeter of the reticle. This bloom animation means you are hitting the target. This is especially useful when making long-range shots.
- **Minimap:** Located in the screen's bottom left corner, the minimap provides a top-down, 360-degree view of the environment through which you are moving. The minimap rotates as you change direction so that the top of the minimap is always the direction you are currently facing. In addition to showing the terrain, the minimap also shows the location of all detected enemies as red triangles or red vehicle icons. Teammates show up as blue icons while squad members are green. Empty vehicles are represented by white icons.
- It is a good idea to constantly refer to the minimap to keep track of all detected enemies. Even if you can't see them visually, the minimap lets you know where they are located, whether behind a hill or inside a building. Finally, red and blue diamond icons show you the location of objectives—these same objective icons also appear on the HUD. The color of the ground on the minimap also has meaning. The red shaded terrain is out of bounds. If you move into this area, you have 10 seconds to get back on the map or else you will die.
- Compass: The compass is located just beneath the minimap and shows the direction you're currently facing.
- Game Mode Information: The icons and meters above the minimap relate to the current game mode. The diamond-shaped icons represent control points in Conquest mode and M-COM stations in Rush mode. The two meters below these icons track how many tickets each team has.
- Objectives: The square and diamond-shaped icons on the HUD represent objectives. Blue square icons are held by your team while red diamond icons are held by the opposing team. Beneath each of these icons is a number showing the distance to each objective in meters.
- Health: By default, your health is at 100 percent. But if you take damage, your health will drop. If it reaches 0, you die. You can slowly regenerate health by staying behind cover and avoiding injury. But the fastest way to heal is with a medic kit dropped by an assault player. Stand (or lay) close to a medic kit to rapidly restore your health.
- Ammo: The ammo count box in located in the screen's bottom right corner. Your ammo is represented by three numbers. The large number to the left indicates how many rounds you currently have loaded in the weapon's magazine. The small number to the right is the amount of ammo available in unloaded magazines. As you reload your weapon, the number on the right decreases as the number on the left increases up to the maximum amount the weapon's magazine can hold. The third number, below the ammo reserves, represents how many grenades you have.
- Fire Mode: This icon represents the selected fire mode of you weapon. Some weapons allow you to switch fire modes, choosing from single shot, automatic, and burst modes.
- Weapon Unlock Status: This status bar represents how close you are to the next unlock for the selected weapon. The more enemies you kill with a specific weapon, the more accessories you unlock.
- Kill Notifications: The text in the screen's top right corner reports recent deaths, showing who killed who and with what weapon or vehicle.
- Score Notification: Every time you earn points, text appears in the middle of the screen describing what action you're being rewarded for and how many points you gain.
- Squad List: Shown in green text on the right side of the minimap, the squad list shows every member of your squad as well as the kit and specialization they currently have equipped. The squad leader appears at the top of the list with a star icon next to their name.

Loadout Customization



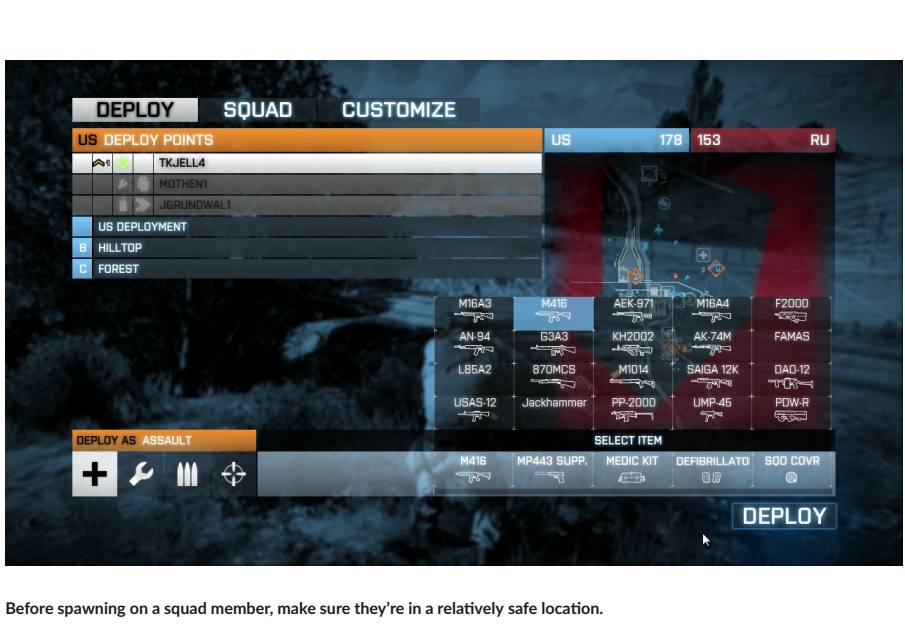
INTEL // SQD AMMO

Additional MOLLE tactical ammunition pouches allow the player to carry a greater amount of primary and sidearm ammunition. This Specialization will be granted to your entire Squad.

Take a moment to customize your solider and vehicle loadouts before joining a game.

While veteran Battlefield players are accustomed to being rewarded with new weapons and gear as they progress through their multiplayer career, there has never been so many customization options available. Each class, weapon, and vehicle has its own unlock progression, allowing you to unlock a variety of upgrades, accessories, gadgets, and specializations. When choosing your soldier's loadout, you can choose a primary weapon, a sidearm, up to two gadgets, and a specialization. Taking customization deeper, each primary weapon can be outfitted with a scope and with primary and secondary attachments. You can even choose loadouts for vehicles, selecting from a mix of unlocked upgrades, gadgets, and weapons. The more you play, the more unlocks you acquire. So don't forget to visit the Loadout screen to make adjustments that best fit your play style and the current needs of your team.

Spawn Screen



Before spawning on a squad member, make sure they're in a relatively safe location.

When you first join a game, the Spawn screen is where it all begins. Before immediately jumping into the game, take a few seconds to choose your class and gear. It's possible to switch primary weapons from the Spawn screen, but if you want to make more adjustments to your kit, choose the Customize option. This opens a new screen, allowing you to select different sidearms, gadgets, and specializations. You can also customize your primary weapon with accessories you've unlocked.

Once you're finished adjusting your loadout, return to the Spawn screen and figure out where you want to join the fight. If you're in a squad, you can spawn on any living squad member. Or if a recon squad member has deployed a radio beacon, you can spawn at its location. Depending on the game mode, there are also bases, deployment areas, and control points at which you can spawn. New to Battlefield 3 are jets and helicopters. If one of these is available, you can spawn directly into the pilot's seat of these idle aircraft. U.S. troops can also spawn directly into the AAV-7A1 AMTRAC, an armored vehicle that serves as a mobile spawn point.

As you can see, the spawning options are numerous. In most instances you should spawn on or close to your squad so you can provide support. But if your squad is in a tense firefight, sometimes it's safest to spawn at a less dangerous location; otherwise you may get killed as soon as you spawn into the game.

Movement Fundamentals

Sprinting is essential at the beginning of a match as players race to capture and defend key locations.

Moving your soldier around the battlefield is simple, especially if you've played the earlier installments or other first-person shooters. When standing, your soldier jogs at a moderate pace, ideal for getting around areas where threats are minimal. While crouched, you move slower, and while prone your movement is literally reduced to a crawl. However, since you are lower, you make a smaller target for the enemy to hit, and you can more easily duck behind cover. When advancing against an enemy position, it is best to move while crouched or prone, as it is harder for the enemy to detect you. These lower stances also cause the reticle to tighten up, indicating an increase in weapon accuracy. So make a habit of dropping to a knee or down on your belly before firing a shot.

At times, it is better to move fast by sprinting. You can't use weapons or equipment while sprinting, but you are much more difficult for the enemy to hit. Sprint when you have to move from one position of cover to another in an open area. But never sprint in tight confined spaces where you're likely to face enemy troops. If you encounter an enemy at close range while sprinting, chances are you won't have time to stop and aim your weapon, giving the enemy a huge advantage.

Caution

Some maps feature deep bodies of water, allowing you to swim. Avoid swimming at all costs. While in the water, you can't access your weapons, making you a sitting duck.

Parachutes

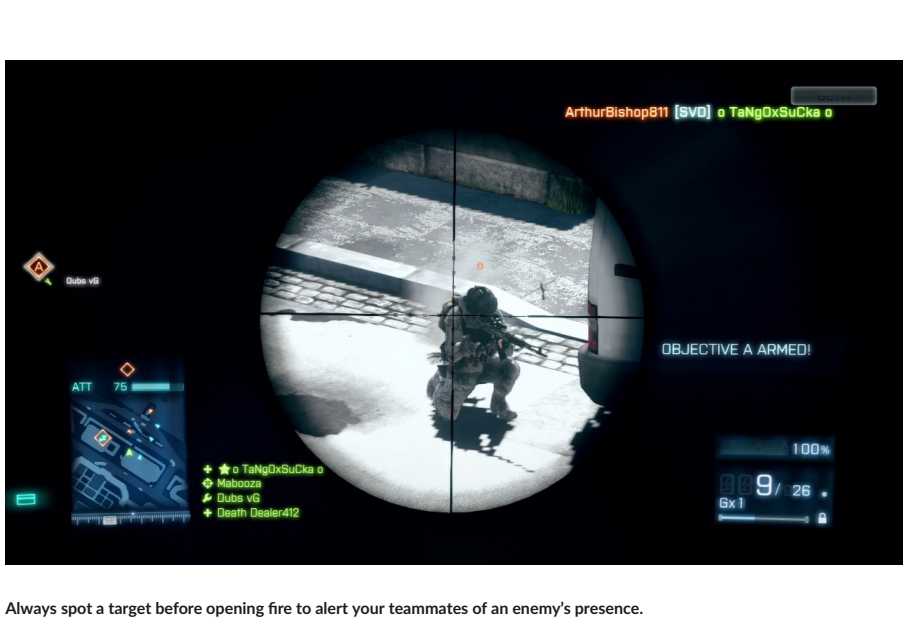
If you bail out of a plane or helicopter, make sure you do so within the map's boundary.

Whether jumping out of a damaged aircraft of hopping off a tall building, you can avoid cratering into the ground by deploying your parachute. While in free fall, press the Jump button/key once to open your parachute. You can slightly steer the parachute with standard movement inputs. But don't expect to travel great distances in your parachute, as the descent is rapid. It's possible to fire your weapons during the descent, but your accuracy is greatly diminished. If you're descending directly over an enemy position, consider dropping grenades—just make sure they explode before you reach the ground. But the longer you're in the air, the more attention you're likely to attract. For this reason, free-fall as long as possible and open the parachute just before you reach the ground. This is a great way to sneak into enemy-held territory.

Combat

While moving about the battlefield is a major part of gameplay, the sole purpose of movement is to get into a position where you can use your weapons to engage and eliminate the enemy. You have access to different types of weapons. However, the controls for using these weapons are fairly common.

Spotting Targets

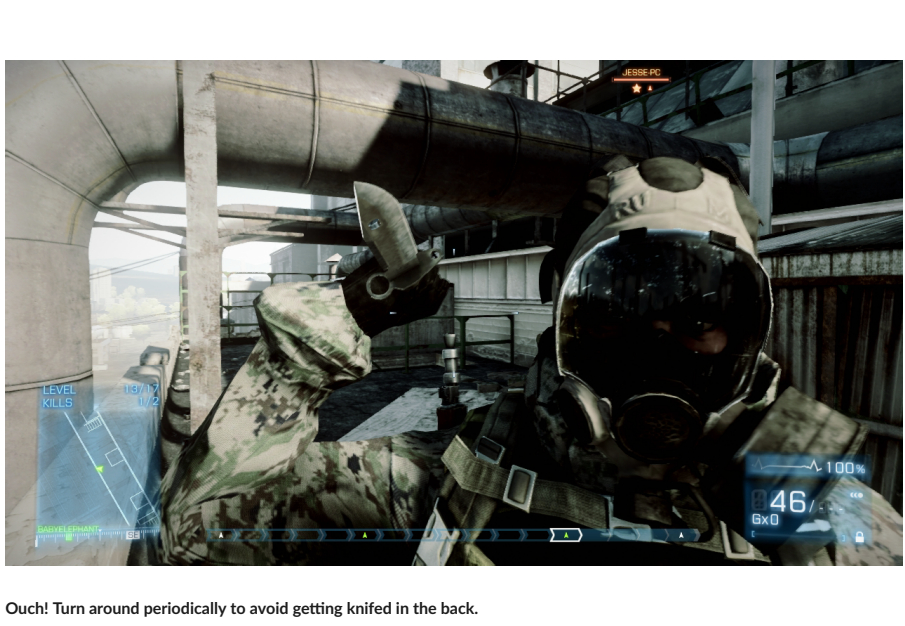


Always spot a target before opening fire to alert your teammates of an enemy's presence.

Before you attack your first enemy, you must first learn how to spot them. When you have an enemy player or vehicle in your sight, press the Spot button/key to highlight it for your team. This places a red icon on the HUD and minimap, showing your entire team where the enemy unit is located. Enemy infantry show up as red triangle icons while vehicles are represented by red vehicle icons. Targets remain spotted for only about five seconds, but that's usually more than enough time for your team to notice the threat.

Also, once the icon disappears, you can spot the target again as long as you've maintained a line of sight. If a teammate kills the target you tagged, you earn a Spot Bonus worth 10 points. So consider playing as recon with a high-powered scope and simply spot enemy units for your team. Even if you don't fire a shot, you can still rack up a decent score.

Knife



Ouch! Turn around periodically to avoid getting knifed in the back.

The knife is a standard-issue weapon available to all players, regardless of their class or rank. When approaching an enemy from behind, you can kill them instantly by attacking with the knife. But if you attack an enemy head-on, it now takes at least two swipes with the knife to score a kill from the front—a new gameplay mechanic introduced in Battlefield 3. So if an enemy is looking in your direction, think twice before attempting a knife kill. Chances are they'll shoot you in the face before you can get within striking range. Instead, always look for opportunities to flank, sneaking up behind unsuspecting opponents and knifing them from behind. As in Battlefield 2142 and every installment since, scoring knife kills earns you the victim's dog tags, providing you with a permanent trophy. In addition to scoring stealthy kills, the knife is also great for slicing through chain-link fences and other obstacles.

Firearms

ENEMY KILLED 100

A subtle bloom animation appears at the center of the reticle, scope, or iron sight when your bullets strike your target.

As mentioned earlier, the reticle in the screen's center is your aiming point for using weapons. Most of the weapons you use are direct fire, meaning that the projectile you fire travels in a basically straight line from your weapon to the target. Using these weapons is simple. Place the reticle directly over the target and then press the Fire button. For semiautomatic or single-shot weapons such as pistols, shotguns, and sniper rifles, each time you press the Fire button/key, you fire a single round. However, for automatic weapons such as submachine guns, assault rifles, and light machine guns, they will continue to shoot as you hold down the Fire button/key until they run out of ammo.

Most weapons in Battlefield 3 have selectable fire modes, allowing you to choose from single-shot, burst, and automatic modes. So experiment with each weapon's fire modes in an effort to increase accuracy and reduce recoil. When firing automatic weapons, the longer the burst, the less accurate your fire. Therefore, to maintain greater accuracy and still put a lot of lead on-target, fire in short bursts. You are more likely to kill your target, especially at medium to long range, with a few accurate rounds rather than spraying an entire magazine over a wide area. If recoil is still a problem, consider switching to burst or single-shot mode.

Iron Sights and Scopes

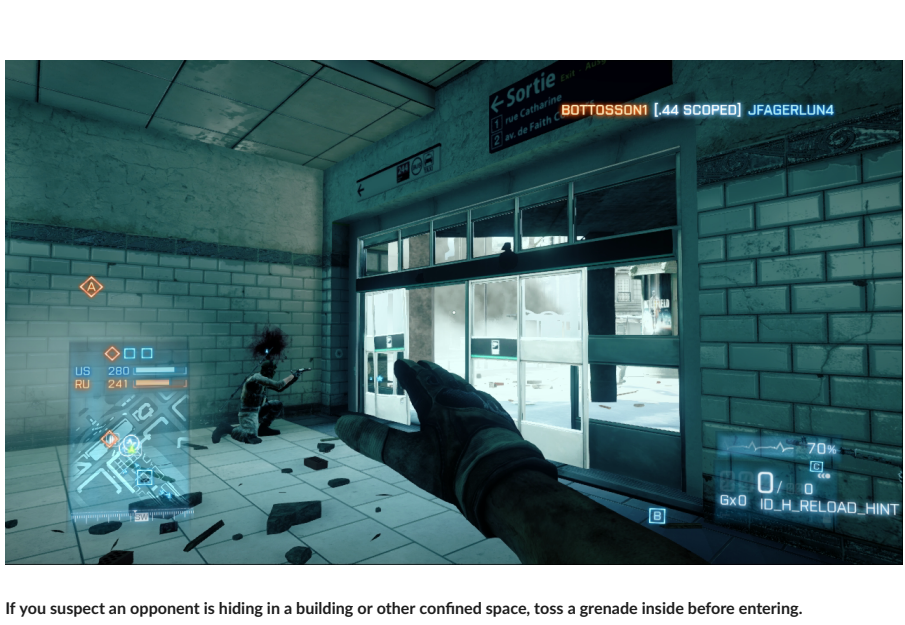
The reticle disappears when aiming through iron sights or a scope, but the bloom animation still appears when hitting a target.

When you fire a weapon using the reticle to aim, you are essentially firing from the hip, with the butt of your weapon in the crook of your arm. This is not very accurate and should only be used at close range. To increase your accuracy, press the Zoom button/key. This will bring up the iron sight view, where you are actually looking through the weapon's sight to aim. You bring the butt of the weapon up to your shoulder, giving you greater accuracy. If your weapon is equipped with a scope, the Zoom button/key will provide a view through the scope rather than the iron sight. Get in the habit of pressing the Zoom button to bring up your iron sight before firing. This is more accurate, and it provides a zoomed-in view of the target.

To further increase accuracy, crouch or drop prone and remain stationary while firing. When peering through high-powered scopes, there is noticeable sway, making it difficult to aim. You can temporarily reduce this sway by holding your breath (hold down the Sprint button/key). But this lasts for only a few seconds. You can completely eliminate scope sway by using a Bipod.

Gravity affects all firearms, causing bullets to drop over distance. When engaging targets at long range, compensate for gravity by aiming high.

Grenades



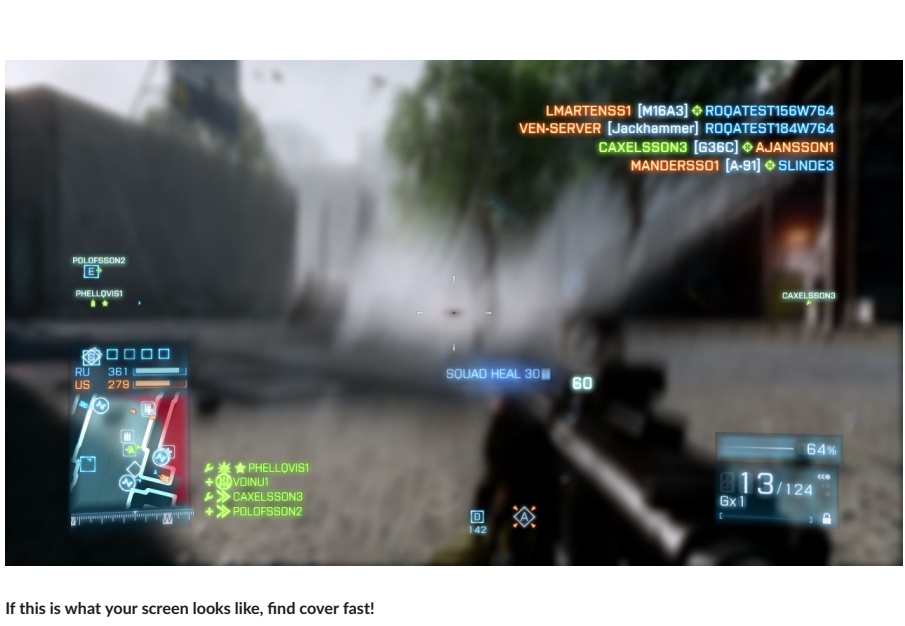
If you suspect an opponent is hiding in a building or other confined space, toss a grenade inside before entering.

Grenades require a bit more skill to use effectively since they are either thrown or launched. Unlike a bullet or rocket, which travels in a straight line, grenades travel in a parabolic arc due to their lower speed and gravity. In the case of a grenade launcher, the farther away you are from the target, the higher you need to aim. That is why the reticle for a grenade launcher has several horizontal lines for aiming points. For a short-range shot, use the top line. The farther away your target, use the lower lines. By using a lower aiming point, you are essentially aiming the weapon higher to lob the grenade toward the target.

Hand grenades work a bit differently. They are thrown rather than launched, and you don't get a separate reticle for aiming. Instead, use your weapon's reticle to best judge where you want to throw a grenade. One press of the Grenade button/key throws the grenade, shown as an orange flashing icon on the HUD. But hand grenades have limited range, so you may need to aim high to get them near your intended target—the farther your target, the higher you should aim your throw.

When using grenades, it is important to understand how they work. Rifle grenades fired from a launcher explode on impact. Hand grenades, in contrast, have a five-second fuse. As a result, you can bounce hand grenades around corners or roll them down inclines. Like your own grenades, enemy grenades show up as flashing orange icons on the HUD. So if you see one of these flashing icons nearby, sprint in the opposite direction before it explodes.

Suppression



If this is what your screen looks like, find cover fast!

The new suppression system will definitely make you think twice before exposing yourself to incoming fire. If rounds hit you or strike anywhere close by, you become suppressed. When you're suppressed, your vision is blurred and your weapon accuracy is greatly diminished. However, the effects of suppression pass quickly if you get out of the line of fire and seek cover. The new suppression mechanic can work in your favor too. Even if you don't have a clear shot at an opponent, open fire in an attempt to suppress them. Any class or weapon is capable of suppressing, but the support kit's light machine guns are most effective. These weapons' large magazine capacities allow you to lay down sustained heavy fire, ideal for keeping an opponent's head down. Each player has an invisible suppression radius around them. Simply landing rounds within this small radius suppresses the target. The new Suppression Assist score (50 points) is awarded if a teammate kills an opponent you've suppressed.

Vehicles

DRIVER KILL ASSIST 10

When driving a vehicle, consider slowing or stopping while your passengers are targeting enemies—you get points if they score a kill.

The maps in Battlefield 3 are massive. It can take a while to walk them on foot. Therefore, use vehicles to get around. There are several types of vehicles in the game, but they all are driven with similar controls. All vehicles have more than one seat. When you get into an empty vehicle, you are placed in the driver's seat by default. However, you can move to another position inside the vehicle with the press of a button/key, cycling through all seats. The driver has control of a vehicle's movement and, in the tanks and IFVs, the vehicle's turret-mounted main weapon. Most vehicles even have gunner and passenger positions, allowing teammates to man other vehicle-mounted weapons. So make sure all crew positions are filled before leaving a base or deployment area.

Jets

Feel the need for speed? Spawn directly into the pilot's seat of a waiting jet.

Jets aren't new to the Battlefield series. But they're back, adding a new layer of intensity to the conflict. Initially jets are equipped with only a cannon, useful for performing strafing runs and shooting down enemy aircraft. Like all the vehicles, jets have their own reward progression, allowing you to unlock more powerful air-to-air and air-to-ground weapons, including heat seekers, rocket pods, and guided missiles. So choose your weapons carefully based on the needs of your team. If they need help knocking out tanks, choose rocket pods or guided missiles. Or if your team is constantly harassed by enemy helicopters or jets, choose heat seekers to shoot down these threats. And veterans will be happy to know that all aircraft (jets and helicopters) have their own spawn points. So instead of lingering on a runway waiting for a jet to spawn, simply hold in the Spawn screen and spawn directly into the pilot's seat when a jet or helicopter is available.

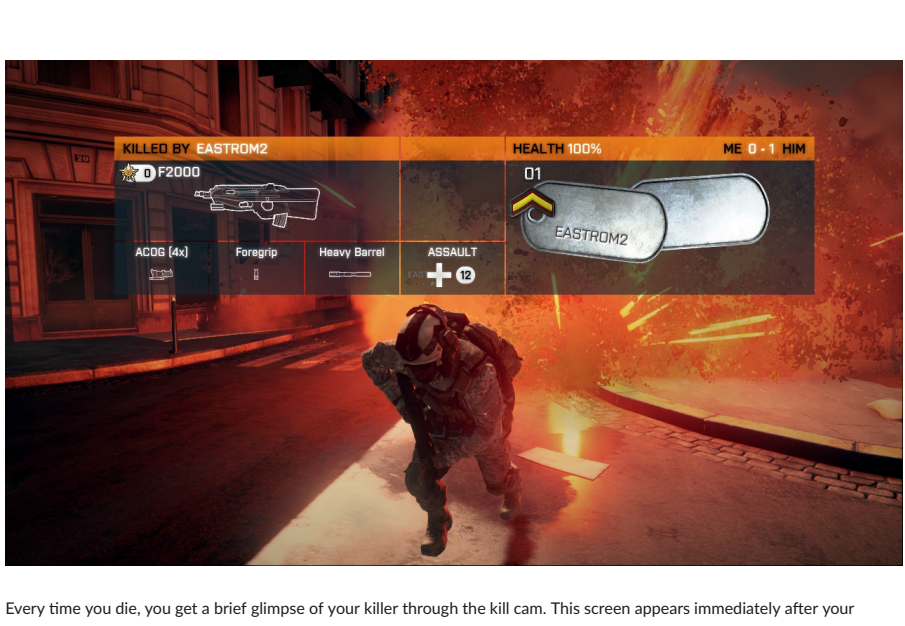
Vehicle Damage

60mm HEDP
60mm SMOKE

A single rocket hit will no longer destroy light vehicles like this Vodnik, but it may kill some of the occupants.

In Battlefield 3, vehicle damage has been completely overhauled. Now if vehicles take light damage, they slowly regenerate health on their own, assuming the vehicle stays out of danger and avoids taking damage for several seconds. However, if a vehicle takes heavy damage, it catches fire and becomes disabled. At this point, vehicle speed and mobility are greatly reduced, but the weapons still function—and the loss of speed and control is extremely dangerous when piloting a jet or chopper. While a vehicle is disabled, its health slowly declines until eventually it explodes. Only engineers can repair a disabled ground vehicle. Jets and helicopters in flight have the benefit of deploying the fire extinguisher upgrade to put out the flames and restore control. As a result of these changes, destroying vehicles outright is much more difficult, requiring you to disable a vehicle before it can be destroyed. Meanwhile, the crew of a disabled vehicle has a critical choice to make: Do they stay with the burning vehicle and try to score more kills, or do they bail out and attempt to find cover before their ride explodes?

Kill Cam

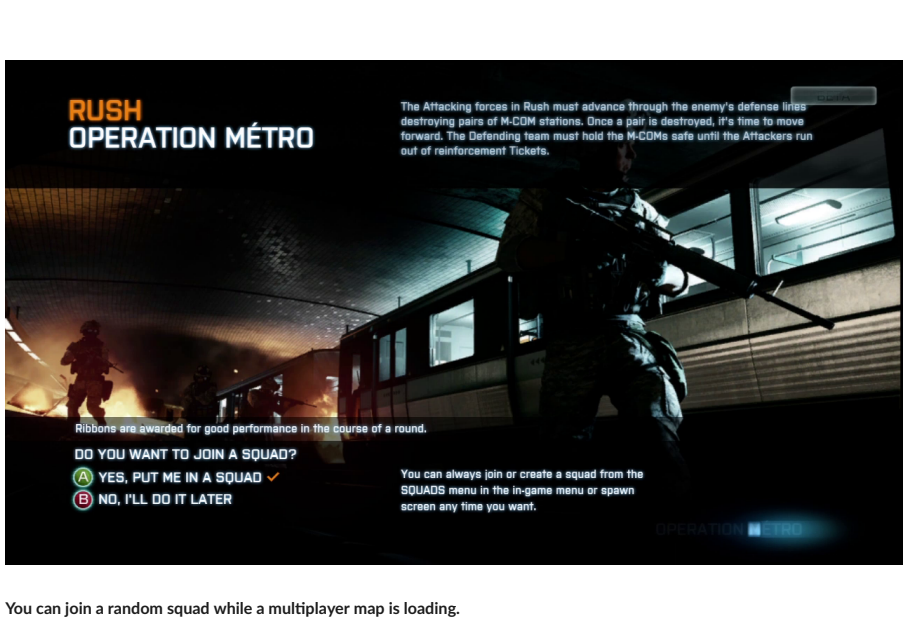


Every time you die, you get a brief glimpse of your killer through the kill cam. This screen appears immediately after your death, providing a brief shot of the player who killed you as well as their name, rank, health, kit, weapon, and specializations. It may seem like a frivolous feature, but the kill cam has larger implications for how the game is played. Snipers can no longer camp one spot and kill from an undisclosed location throughout the entire match. Through the kill cam, victims can see approximately where an enemy player is camping and enact revenge once they respawn. So make a habit of moving frequently, or else you're likely to face one of your angry victims sneaking up behind you with a knife.

Squad Play

If you've played past installments of Battlefield, you know the benefits of joining a squad. A squad is a four-player unit that can communicate with each other over headsets. Being able to talk to the other players in your squad allows you to discuss each situation and respond as a single unified fighting force. Beyond the obvious tactical advantages, being in a squad allows you to earn the squad bonus points, boosting your score and fast-tracking promotions. But if you're new to Battlefield and the squad system, let's take a look at how they work.

Joining a Squad



RUSH
OPERATION MÉTRO

The Attacking forces in Rush must advance through the enemy's defense lines destroying pairs of M-COM stations. Once a pair is destroyed, it's time to move forward. The Defending team must hold the M-COMs safe until the Attackers run out of reinforcement Tickets.

Ribbons are awarded for good performance in the course of a round.

DO YOU WANT TO JOIN A SQUAD?
Ⓐ YES, PUT ME IN A SQUAD ✓
Ⓑ NO, I'LL DO IT LATER

You can always join or create a squad from the SQUADS menu in the in-game menu or spawn screen any time you want.

You can join a random squad while a multiplayer map is loading.

At the start of any match, while the map is loading, you're asked if you want to join a squad. Always choose yes. In this instance, you'll be automatically assigned a squad randomly. Chances are your new squadmates are complete strangers, so say hi and ask what kit they could use before spawning into the game.

If you prefer playing with friends, you can create a squad from your friend's list before even joining a game. Choose the Invite a Friend option from the multiplayer's Quickmatch menu and send invites to anyone on your friend's list who is online. You don't need four players to form a squad, so feel free to join a game once you have at least one friend on your side. However, if you have less than four players in your squad, the extra slots could be filled by strangers. When your squad is formed and ready for action, choose the Find a Game option to begin a match.Squads can also be formed once in a game, allowing you to team-up with friends during the middle of a match.

Squad Spawn

DEPLOY
SQUAD
CUSTOMIZE
US DEPLOY POINTS
ZLUGMAIR2
MHREFORS1
PPAFVELSS1
US DEPLOYMENT
CONSTRUCTION SITE
OFFICES
US
RU
DEPLOY AS SUPPORT
SELECT ITEM
DEPLOY

If you spawn on a squadmate who is prone, you'll enter the game prone as well.

One of the huge benefits of playing in a squad is the ability to spawn on any squadmate. The Spawn screen shows many spawning options, including your team's base and control points. If you don't want to spawn at one of those static locations, select the name of one of your squad members. As you select their name, a blue circle icon appears on the map and the camera view switches, showing exactly where they are. Before spawning on a squad member, make sure they're in a safe location. The last thing you want to do is spawn in the middle of an enemy kill zone.

You can also spawn on any squad member who is in a vehicle with unoccupied seats. New to Battlefield 3 are radio beacons, deployed by recon troops. You can place these almost anywhere on the map, where they serve as forward spawn points for your squad. This is a great way for attackers to maintain a presence close to an objective, especially in Rush matches. But don't let enemies see where your radio beacon is placed; otherwise they may camp nearby and pick off your squadmates as they enter the game. When possible, place Spawn Beacons inside buildings to give squad members a safe and instant entry into the match. If Spawn Beacons are placed outdoors, squad members will spawn in parachutes above the battlefield, making them vulnerable to incoming fire as they drift toward the ground.

Teamwork

Issuing and following squad orders is a simple way to boost your score.

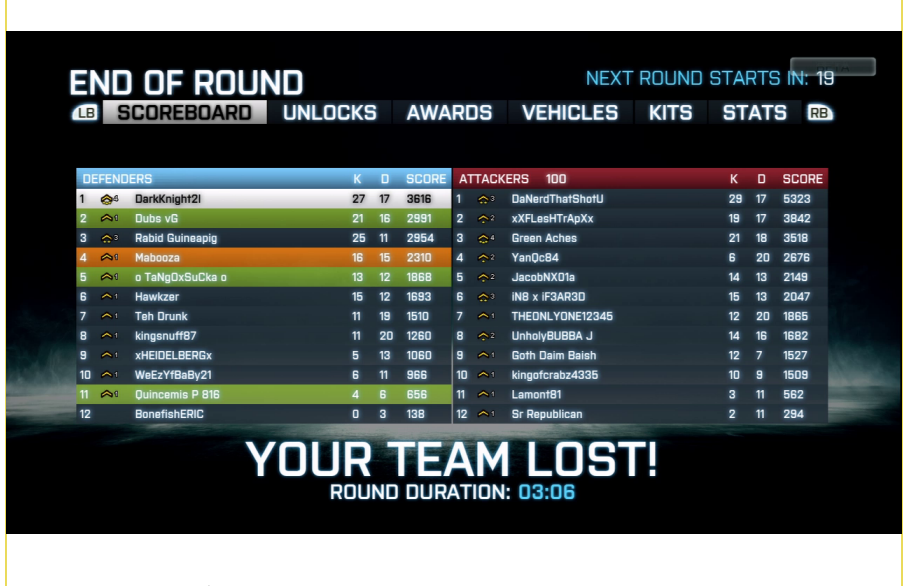
Once in the game, you can identify your squadmates by the green name tags above their heads accompanied by their kit icon. They also show up as green triangles on the minimap. Other teammates have blue name tags above their heads while enemies appear as red. Stay close to your squad so you can support one another. But don't cluster around each other too tightly or else all four of you can be eliminated by an explosive attack. Instead, try to stay within each others' line of sight. By simply communicating and working together, you can gain a huge advantage over your opponents, especially those who wander off by themselves.

In addition to talking to each other over your headsets, use the target-spotting system to tag enemies and issue attack/defend orders. Only the squad leader can issue orders, so watch for blinking boxes around objectives, such as M-COM stations and control points. If no order has been issued, ask your squad leader to place an order on an objective. Kills performed within close proximity of an objective marked with an attack/defend order results in Squad Attack Order (20 points) or Squad Defend Order (20 points) bonuses. So if you're the squad leader, don't forget to issue orders to help your squad's scores.

Tip

Squad member icons are always visible on the HUD, regardless of their location. If a squad member is behind you, their name/icon appears at the bottom of the HUD. Teammate names/icons are only visible when they're within your line of sight.

Note



DEFENDERS	K	D	SCORE	ATTACKERS 100	K	D	SCORE
1 DarkKnight2l	27	17	3616	1 DaNerdThatShotU	29	17	5323
2 Dubs vG	21	16	2991	2 xXFLesHTrApXx	19	17	3642
3 Rabid Guineapig	25	11	2954	3 Green Aches	21	18	3516
4 Mabooza	16	15	2310	4 YanQc84	6	20	2676
5 o TaNgOxSuCka o	13	12	1868	5 JacobNX01s	14	13	2149
6 Hawkzer	15	12	1693	6 INB x IF3AR3D	15	13	2047
7 Teh Drunk	11	19	1510	7 THEONLYONE12345	12	20	1865
8 kingsnuff87	11	20	1260	8 UnholyBUBBA J	14	16	1682
9 xHEIDELBERGx	5	13	1060	9 Goth Daim Baish	12	7	1527
10 WeEzYfBaBy21	6	11	966	10 kingofcrabz4335	10	9	1509
11 Quincemis P 816	4	6	656	11 Lamont81	3	11	562
12 BonefishERIC	0	3	138	12 Sr Republican	2	11	284

You can gauge your squad's performance on the scoreboard during or at the end of a round. Each of your squadmates is highlighted by a green bar—your name is highlighted with an orange bar.

Multiplayer Tactics

Tactics is the combining of maneuvers and firepower to achieve an objective. We've already covered movement and weapons, so this section focuses on using the two together.

Plan Ahead

GET READY
ROUND WILL START IN
4

Before a round begins, take a few seconds to discuss tactics with your teammates. Any game plan is better than none.

There is an old saying that those who fail to plan, plan to fail. You need to come up with a plan before the bullets start flying. The best place to start is to look at your game mode's objectives, since those determine victory or defeat. While killing the enemy is always a goal, it is often a means to an end. Instead, focus on the objectives. Do you have to destroy a target, defend a position, or just get to a certain point on the map?

Once you know what you must do, look at the map and examine the terrain. Where are you located? Where is the objective? How will you get there? Are there any vehicles you can use? These are all questions you need to ask yourself. Once you have determined how to reach the target, you must then consider how to accomplish your orders. Will you need to get in close to plant an explosive charge on the target? If so, how will you secure the perimeter? Finally, you need to take into account your opposition. What does the enemy have, and where are they located? Usually you will not know that type of information until you get in close to the target and can see the enemy with your own eyes. Therefore, planning continues on the fly as you learn new information about enemy positions and actions.

Cover

If you can't find suitable cover nearby, drop prone in an attempt to avoid detection, and crawl to a piece of cover.

Combat is very dangerous. Bullets and other deadly projectiles fly through the air and can kill you outright if they make contact. The concept of cover is to place something solid between you and the enemy that will stop those projectiles and keep you safe. The multiplayer maps are filled with objects that you can use as cover—buildings, walls, trees, rocks, earthen mounds, and so on. Some types of cover will stop small-arms fire such as rifle bullets but not stop the heavier machine-gun fire. Walls of buildings will stop machine-gun fire but not rockets or tank rounds. Therefore, pick cover that will protect you from the current threat—objects constructed from wood or flimsy sheet metal won't stop a bullet.

Cover should become ingrained in your combat thinking. In addition to looking for enemies, you also need to be looking for cover. During a firefight, always stay behind cover. Leave cover only to move to another position with cover. If the cover is low, you may need to crouch down or drop prone to get behind it, standing only to fire over it. When moving from cover to cover, sprint to get there quicker.

While you want to stay behind cover, you also want to try to deny the benefit of cover to your enemies. Destroying their cover is a way to do that. Another way is to reduce the effect of their cover by moving to hit them from a direction for which they have no cover. This is called flanking. For example, if an enemy is taking cover behind a wall, move around to the side of the wall so that the wall is no longer between you and your target. Or, if you have an explosive weapon, you can simply blow a hole in the wall, taking your target out in the process.

Destructible Environments

HMG 50
28
WARN
KILL ASSIST 39
SPOT BONUS 10

Tanks are great for dishing out destruction. Use their cannons to blow holes in walls and other pieces of cover.

One of the awesome features in Battlefield 3 is that many of the structures and objects can be damaged or outright destroyed. This presents a large range of possibilities and opportunities that will affect the tactics you use. For example, if the enemy is holed up in a house and taking shots at you from the windows, you could try to throw a grenade through the window or rush into the house via the doorway and clear the threat out with close-range combat. However, with destruction as an option, you can launch a rocket at a wall of the structure and blow a hole in it; you just might kill an enemy who was on the other side. If the enemy survived, you can then use direct fire to kill him, since you destroyed the wall providing cover.

Often structures can funnel you into a kill zone the enemy has set up. But you can blast your way through walls or other objects and come at the enemies from different directions they might not expect. While this may seem to favor the attacker, the defender can also use this as an advantage. Destroy potential cover the attacker may use to approach your position. Call in mortar strikes on groves of trees or shoot out wooden fences to deny the enemy a place to hide. As a result, you can create your own kill zones of open land that the enemy must traverse—all the while under the fire of your weapons.

Some structures that take heavy damage can completely collapse, killing everyone inside. Target a building's exterior walls until you hear a series of creaking and moaning sounds, indicating an imminent collapse. This can be a fun (yet inefficient) way to take out a pesky sniper hiding in an attic or upper floor. Obviously, if you find yourself in a creaking and moaning building, get out fast!

Long-Range Combat

When sniping, try to focus your fire down narrow choke points like streets, alleys, and bridges.

If possible, it is best to try to attack the enemy at long range before they're even aware of your presence. While sniper rifles work great for this type of combat, you can even use assault rifles, light machine guns, or rocket launchers to hit targets at long range. The key to winning at long range is to take your time. Drop prone, stay still, and use iron sights or scopes to increase your magnification and accuracy. As always, make sure you have some good cover in case the enemy decides to shoot back—if you can see them, they can see you. Also remember to fire in short bursts to ensure that more of your bullets hit the target.

Caution

Whenever aiming through a high-magnification scope, a distinct glint is produced by the scope's lens, potentially giving away your position. Avoid scanning the battlefield through your scope to maintain concealment.

Close-Quarter Combat

Quick reflexes trump accuracy in close-quarter gun battles like this. This is why shotguns are so effective.

This type of combat is the exact opposite of long-range combat. In close quarters, such as in a town or even within a building, you don't have a lot of time to aim before shooting. However, at such short ranges, accuracy is not really a factor. Instead, you need a weapon that puts out a lot of firepower with some spread so you are more likely to get a hit while moving. Shotguns and submachine guns are great for close-quarter combat.

Your minimap is also an important tool, especially if teammates have spotted targets. Since you can see where enemies are located, use this info to set up shots while strafing around corners. Your weapon will already be aimed at the target as it appears on the minimap, which saves you just enough time to have the advantage and make the kill rather than be killed. Don't forget to use grenades, which can be thrown around corners or over walls to hit enemies who think they are safe behind cover.

Have you just run out of ammo in the middle of a close-quarter duel? It's much faster to draw your pistol than to reload your main weapon. Or if your opponent is reloading, too, rush in for a melee kill.

Engaging Vehicles

If you don't have the firepower to kill a tank, don't draw its attention. Instead, seek cover and spot the tank for teammates capable of taking it out.

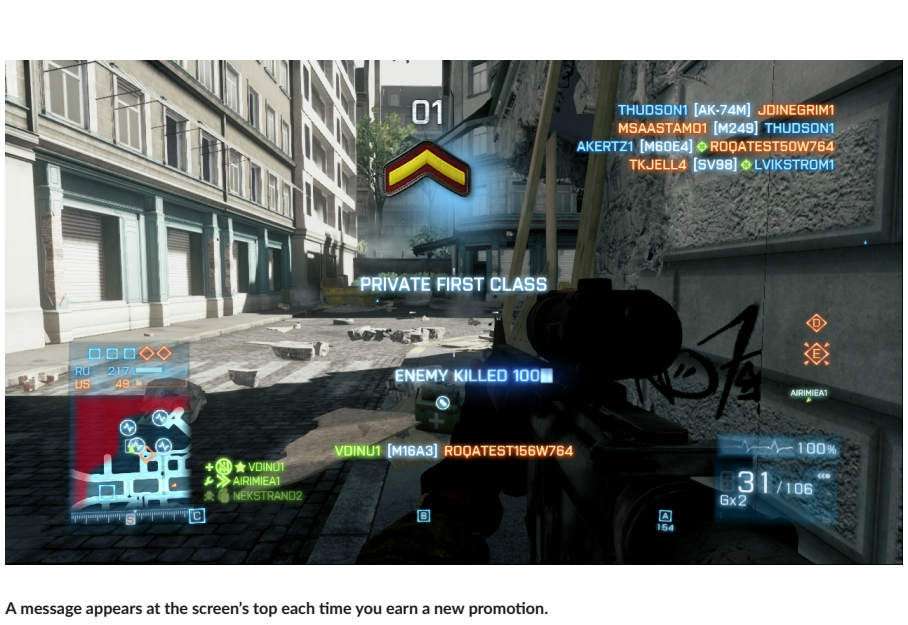
Attacking vehicles is dangerous—especially when you are an infantryman. However, modern soldiers have a lot of firepower they can use to disable and destroy vehicles. This role usually falls to the engineer, who carries antitank rocket launchers and mines. It takes only a single rocket to disable most light vehicles. However, tanks and IFVs require at least two rocket hits to disable, and even more to destroy. Always try to attack tanks from the rear, where their armor is the weakest. Rocket launchers are most effective, but grenade launchers can work in a pinch, too, assuming the vehicle is already heavily damaged. Of course, the best way to kill a tank is with another tank.

Even if you don't have those powerful weapons or gadgets, you can still damage light vehicles with small-arms fire. The gunners on the Growler ITV and VDV Buggy are completely exposed—shoot them and the vehicles lose their firepower. For those who are really daring, engineers can place mines in the path of moving vehicles. C4 (now carried by the support kit) is also very effective against vehicles, but you have to get very close to slap on a charge.

Tip

In addition to having weak side and rear armor, the top armor of tanks are also weak. When possible, try to target a tank's top armor to maximize damage. Javelins are ideal for scoring top-hits on tanks.

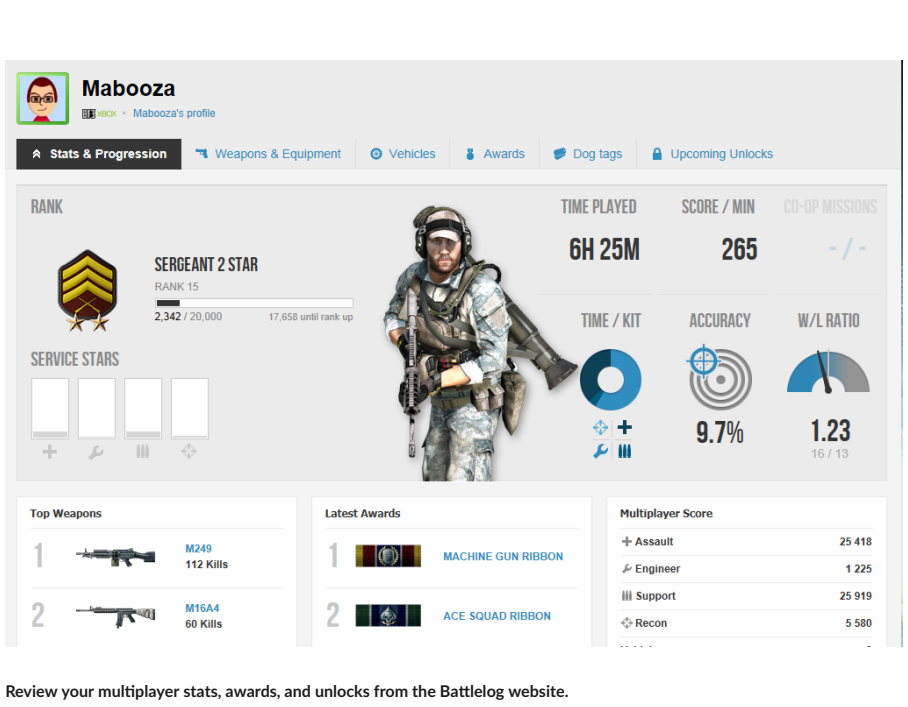
Persistence System



A message appears at the screen's top each time you earn a new promotion.

Almost every action performed in a multiplayer match can earn you points. Points not only determine which players are listed at the top of the scoreboard after a round, but they also help you unlock new weapons, gadgets, and specializations and even help you achieve new ranks. So at the end of a round, check out your overall performance in the End of Round screens. These screens show your current rank and your progress toward achieving the next rank. It also has statistical breakdowns of your score, showing how many points were earned with each kit, your vehicles, and your awards. Speaking of awards, any dog tags, medals, or ribbons earned during the round are shown in the "Unlocks" and "Awards" sections. The Kits screen shows how much progress you've made toward unlocking new equipment for each kit. For complete information on the game's scoring system, reference the Battlefield Compendium. There you'll find scoring details for each possible action. Knowing exactly which actions earn you points may change the way you approach each battle.

Battlelog



RANK
SERGEANT 2 STAR
RANK 15
2,342 / 20,000 17,658 until rank up

TIME PLAYED	SCORE / MIN	CO-OP MISSIONS
6H 25M	265	- / -

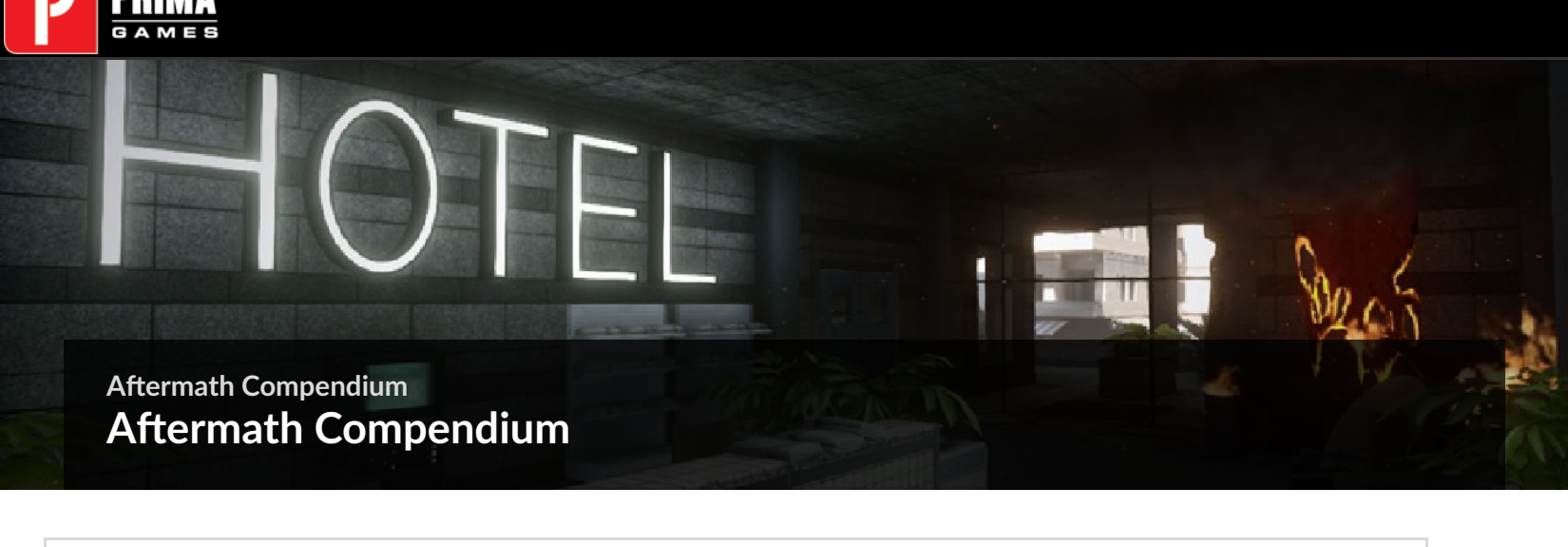
TIME / KIT	ACCURACY	W/L RATIO
	9.7%	1.23 16 / 13

Top Weapons	Latest Awards	Multiplayer Score
1 M249 112 Kills	1 MACHINE GUN RIBBON	Assault 25 418
2 M16A4 60 Kills	2 ACE SQUAD RIBBON	Engineer 1 225
		Support 25 919
		Recon 5 580

Review your multiplayer stats, awards, and unlocks from the Battlelog website.

URL: battlelog.battlefield.com

The new Battlelog website allows you to keep tabs on everything happening in Battlefield 3, even when you're away from the game. Log in to the Battlelog using the e-mail address and password associated with your EA.com or Origin.com account. The Battlelog keeps track of every stat imaginable and offers social networking features, allowing you to see what your friends have been up to. By creating or joining a platoon, you can guarantee you always have a reliable group of friends to play with. PC players can even access a server browser and join games directly from the Battlelog.



Aftermath Compendium

Aftermath Compendium

Multiplayer Scoring System

Action	Points	Description
ATTACK ORDER FOLLOWED	20	Have a squad mate follow the attack order.
AVENGER BONUS	10	Kill an enemy within 3 seconds of him killing a friendly.
COMEBACK	10	Comeback from a streak of 5 or more consecutive deaths. Score equals the number of consecutive deaths x10.
DEFEND ORDER FOLLOWED	20	Have a squad mate follow the defend order.
DESIGNATED TARGET HIT	100	Score is based on how much damage the locked missile does.
DESTROYED EXPLOSIVE	20	Destroy an enemy explosive (claymore, mine, or C4).
DOG TAG SAVIOR	50	Rescue a teammate just as he is about to be stabbed.
DOUBLE KILL	40	Kill two enemies in 0.8 seconds of each other.
DRIVER ASSIST	10	Have a passenger in your vehicle kill an enemy.
ENEMY DOWN	100	Kill an enemy.
EQUIPMENT DESTROYED	20	Destroy a stationary weapon that is occupied by an enemy or equipment placed by an enemy. This includes EOD Bots, MAV, Mortar, Radio Beacon, SOFLAM and T-UGS.
FLAG CAPTURE ASSIST	50	Participate in a flag capture.
FLAG CAPTURED	250	Capture a flag.
FLAG DEFEND	20	Kill someone while you or the victim is in the radius of a flag owned by your team.
FLAG NEUTRALIZE ASSIST	150	Participate in a flag neutralize.
FLAG NEUTRALIZED	200	Neutralize an enemy flag.
HEADSHOT BONUS	10	Kill an enemy with a headshot.
HEAL	10	Heal points awarded for every 20% health healed on a friendly.
KILL ASSIST	10-100	Do at least 10 points of damage to an enemy and have a teammate finish them off. Note that this caps out at 100, as healing can restore the enemy's hit points.
KILLSTREAK STOPPED	10	Kill an enemy who has made 6 or more kills without dying. The score awarded equals the number of kills in the enemies streak x10.
MARKSMAN BONUS	100+	Score a headshot with a sniper rifle. Score equals the distance to the target.
M-COM ARMED	100	Arm an M-COM station.
M-COM ATTACK KILL	20	Kill an enemy that is disarming the crate.
M-COM DEFENSE KILL	20	Kill an enemy that is arming the crate.
M-COM DESTROYED	500	Destroy an M-COM station.
M-COM DISARMED	200	Disarm an M-COM station.
MOTION SENSOR ASSIST	20	Enemy was killed while in your T-UGS's or MAV's motion sensor range.
MULTIPLE KILL	100	Kill four or more enemies within 0.8 seconds of each other.
NEMESIS KILL	10	Kill the same enemy 6 or more times. The score awarded equals the number of kills x 10.
NEMESIS PAYBACK	10	Kill your nemesis. The score awarded equals the number of times your nemesis has killed you x10.
REPAIR	10	Repair vehicle points given for every 10% of damage repaired.
RESUPPLY	10	Resupply a teammate.
ROAD KILL	10	Run over an enemy.
SAVIOR BONUS	20	kill an enemy within 2 seconds of him dealing 50 to 99% of damage to a friendly.
SPOT BONUS	10	Spot an enemy and have a teammate kill them.
SQUAD ATTACK ORDER	20	Attack an objective that the leader has designated.
SQUAD DEFEND ORDER	20	Defend an objective that the leader has designated.
SQUAD DRIVER ASSIST	20	Have a squad mate who is a passenger in your vehicle make a kill.
SQUAD ELIMINATED	10	Kill all members in a squad.
SQUAD HEAL	20	Heal a squad mate.
SQUAD PASSENGER ASSIST	20	Have a squad mate who is driving your vehicle make a kill.
SQUAD RESUPPLY	20	Resupply a squad mate.
SQUAD REVIVE	110	Revive a squad mate.
SQUAD SPAWN ON YOU	10	Have a squad mate spawn on you.
SUPPRESSION ASSIST	50	Suppress an enemy and have a teammate kill them.
TARGET DESIGNATED	10	Lock on to an enemy vehicle with the target designator.
TEAM PASSENGER ASSIST	10	Have the driver in your vehicle kill an enemy.
TEAM REVIVE	100	Revive a teammate.
TRIPLE KILL	60	Kill three enemies within 0.8 seconds of each other.
VEHICLE DESTROY	50	Destroy a vehicle within 10 seconds of an enemy leaving it.
VEHICLE DESTROY ASSIST	10–100	Do at least 10 points of damage to an enemy vehicle and have a teammate destroy it. Points awarded are based on how much damage was done.
VEHICLE DISABLED	100	Disable a vehicle.

Aftermath Assignments

Sticks and Stones

Criteria:

- Win 3 rounds in Scavenger.

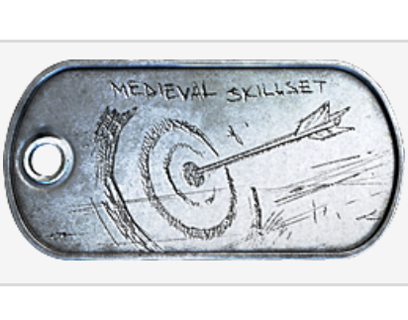
Reward:	
Xbow	

Archery 101

OLD SCHOOL WARRIOR
5

Criteria:

- Get 5 Xbow kills.

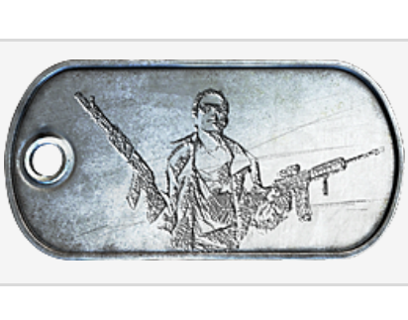
Reward:	
Old School Warrior Dog Tag	

This Is My Boom Stick

SQUEEZING THE TRIGGER
50
50

Criteria:

- Get 50 kills with carbines.
- Get 50 kills with assault rifles.

Reward:	
Squeezing the Trigger Dog Tag	

Go Play Close Quarters

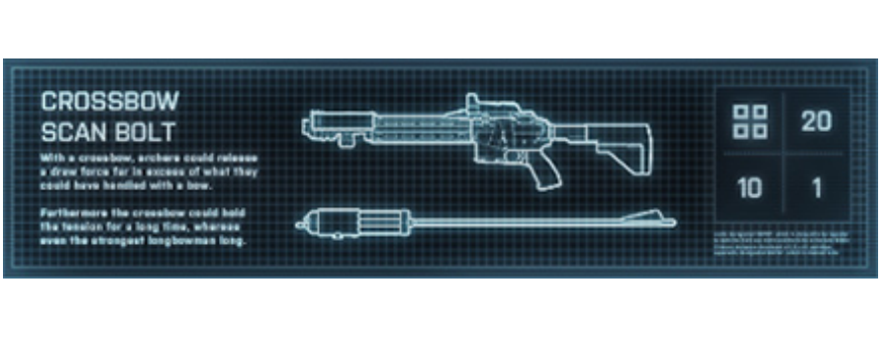
RIFLE SCOPED CROSSBOW
150
150
150

Criteria:

- Total of 150 meters headshots with sniper rifles.
- Total of 150 meters headshots with assault rifles.
- Total of 150 meters headshots with carbines.

Reward:	
Xbow Scoped	

It Is OK To Thank Me

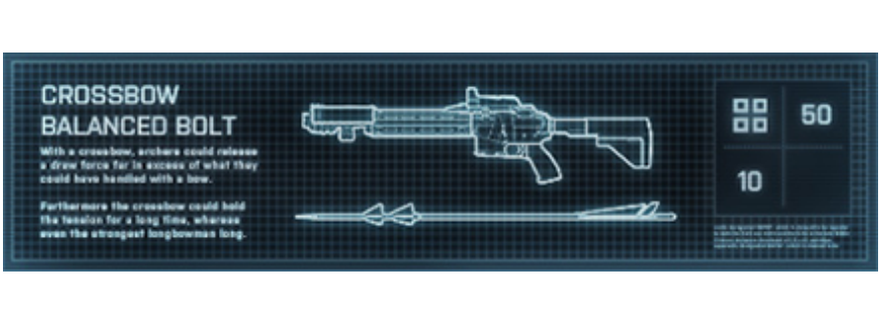


Criteria:

- Complete Sticks and Stones assignment.
- Get 20 spot assists.
- Designate 10 vehicles.
- Get 1 designated assist.

Reward:	
Scan Bolt	

Stay Away From My Tent

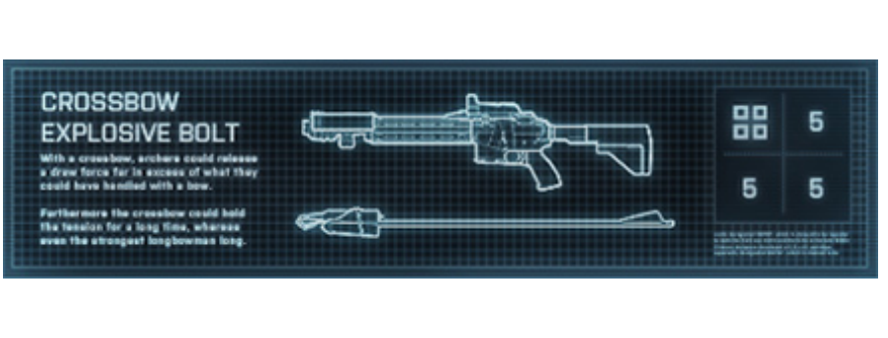


Criteria:

- Complete Sticks and Stones assignment.
- Get 50 kills with sniper rifles.
- Get 10 headshot kills with sidearm.

Reward:	
Balanced Bolt	

A Good Demo Man



Criteria:

- Complete Sticks and Stones assignment.
- Get 5 kills with hand grenades.
- Get 5 kills with underslung grenades.
- Get 5 kills with C4.

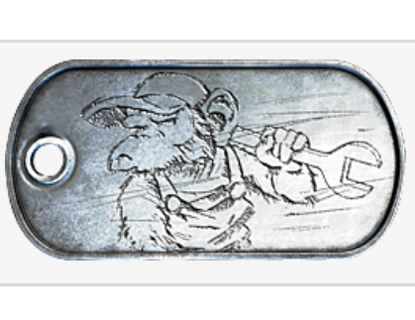
Reward:	
HE Bolt	

Riding Shotgun

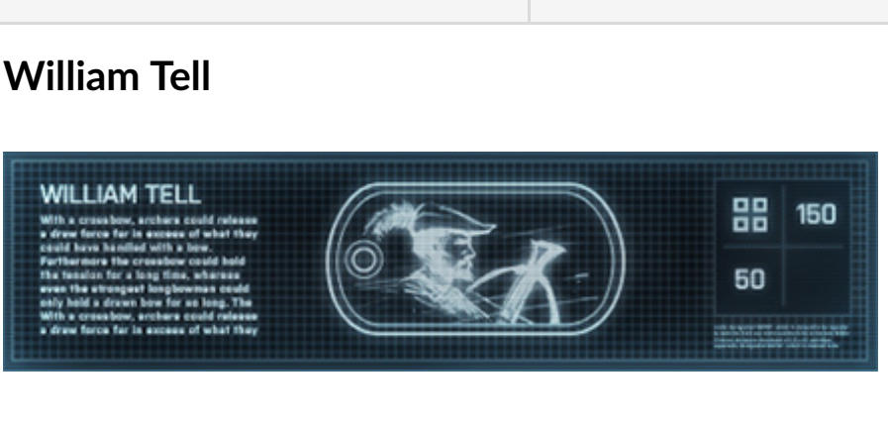
GREASE MONKEY
5
5
5

Criteria:

- Get 5 kills in the Phoenix.
- Get 5 kills in the Barsuk.
- Get 5 kills in the Rhino.

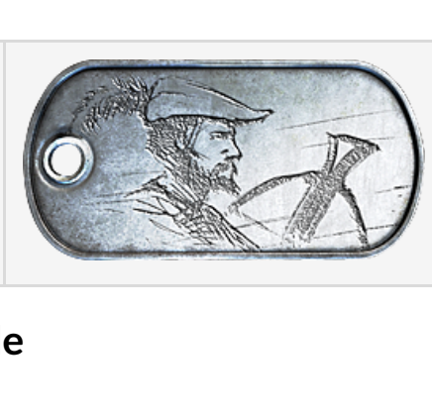
Reward:	
Grease Monkey Dog Tag	

William Tell



Criteria:

- Complete Archery 101 assignment.
- Total of 150 meters headshots with the Xbow.
- Get 50 kills with Xbow.

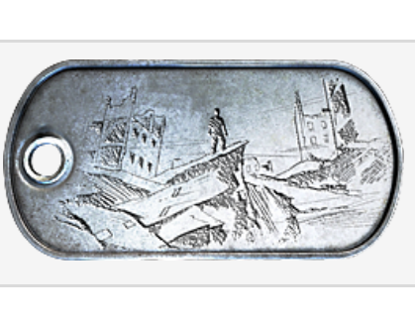
Reward:	
William Tell Dog Tag	

On Top of the Richter Scale

QUAKE SURVIVOR
200
1x4

Criteria:

- Play 1 hour of Epicenter.
- Play 1 hour of Markaz Monolith.
- Play 1 hour of Talah Market.
- Play 1 hour of Azadi Palace.
- Pick up 200 weapons in Scavenger.

Reward:	
Quake Survivor Dog Tag	

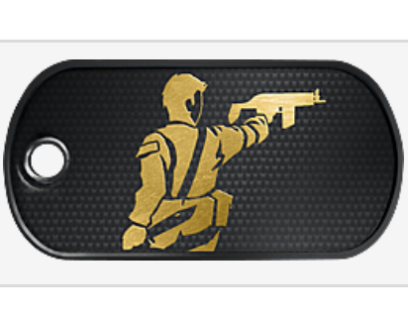
Premium Assignments: Tier 1

Battlescars

BATTLESCARS
25
25
50

Criteria:

- Get 25 knife kills.
- Get 50 kills with the SCAR-H.
- Get 50 kills with the SCAR-L.

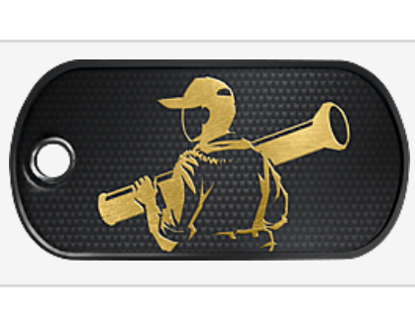
Reward:	
Battlescars Dog Tag	

Fire in the Hole!

FIRE IN THE HOLE
20
50

Criteria:

- Destroy 20 pieces of enemy equipment with the M67 grenade.
- Get 50 kill with the AT launchers.

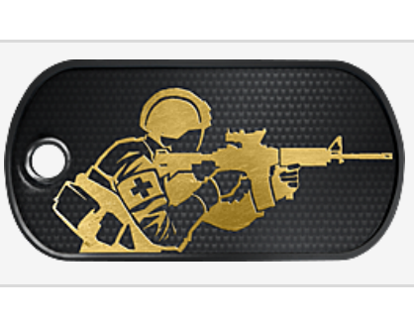
Reward:	
Fire in the Hole! Dog Tag	

Combat Medic

COMBAT MEDIC
100
200
200

Criteria:

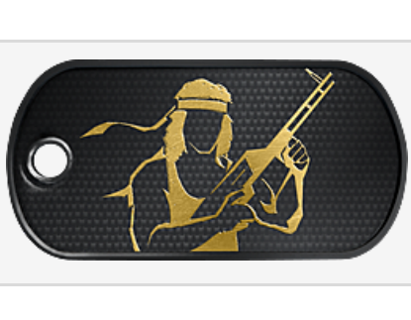
- Revive 100 teammates.
- Revive 100 squad mates.
- Get 200 team heals.
- Get 200 squad heals.

Reward:	
Combat Medic Dog Tag	

Rambo

Criteria:

- Get 20 kills in one round.
- Get 10 kills without dying.
- Get 5 multi-kills.

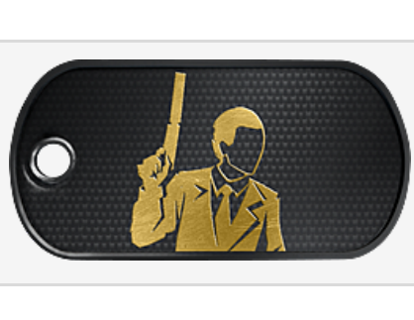
Reward:	
Rambo Dog Tag	

Silent Hunter

SILENT HUNTER
50
100

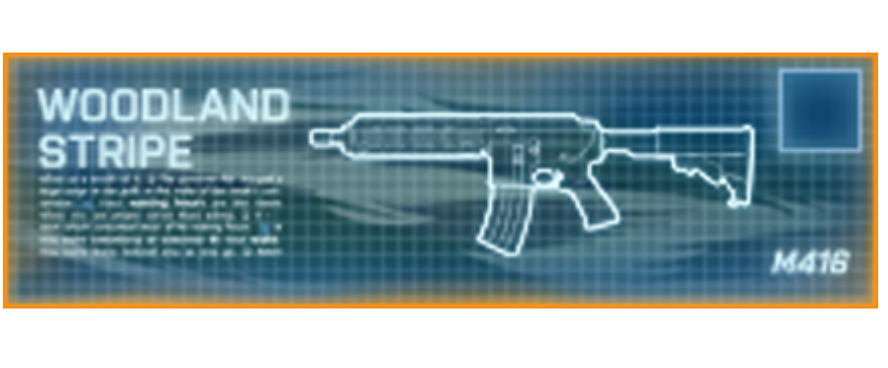
Criteria:

- Get 50 kills with silenced MP443.
- Get 100 kills with AS VAL.

Reward:	
Silent Hunter Dog Tag	

Premium Assignments: Tier 2

M416 Specialist

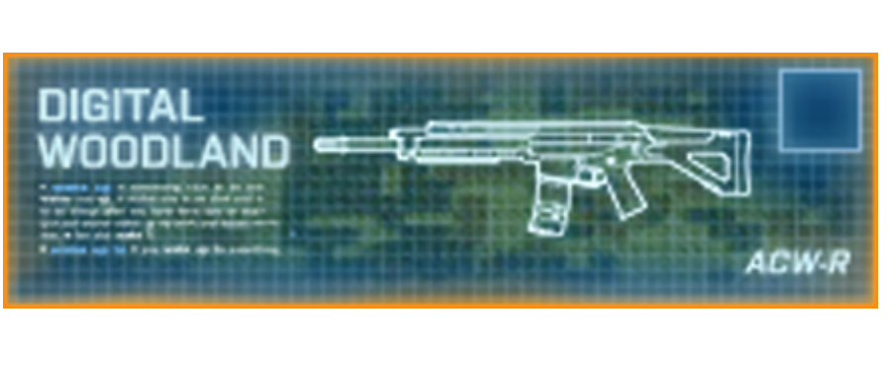


Criteria:

- Get 100 kills with the M416.
- Get 25 avenger kills.
- Get 15 Medical Efficiency Ribbons.

Reward: M416 Woodland Stripe Camo

ACW-R Specialist

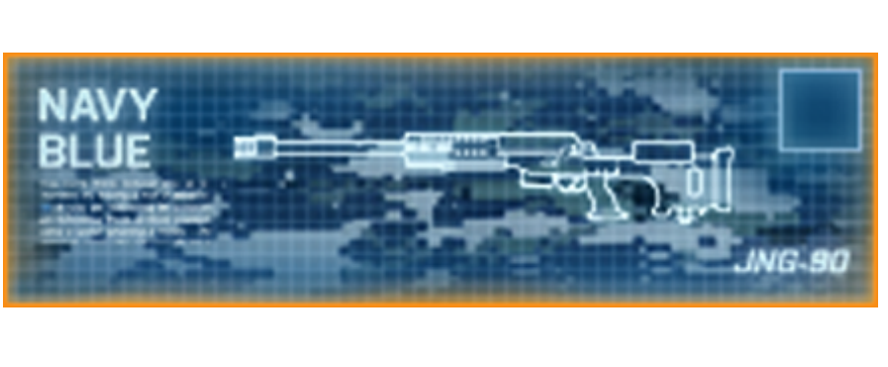


Criteria:

- Get 100 kills with the ACW-R.
- Disable 50 vehicles.
- Get 15 Carbine Ribbons.

Reward: ACW-R Digital Woodland Camo

JNG-90 Specialist

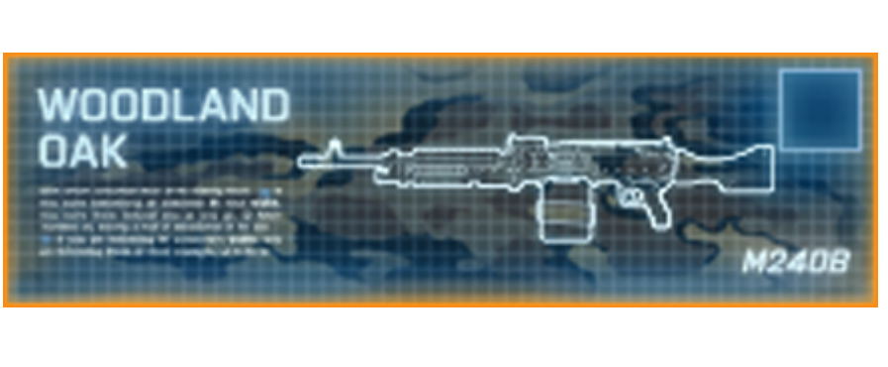


Criteria:

- Get 100 kills with the JNG-90.
- Get 50 spot assists with the T-UGS.
- Get 15 Surveillance Efficiency Ribbons.

Reward: JNG-90 Navy Blue Camo

M240B Specialist

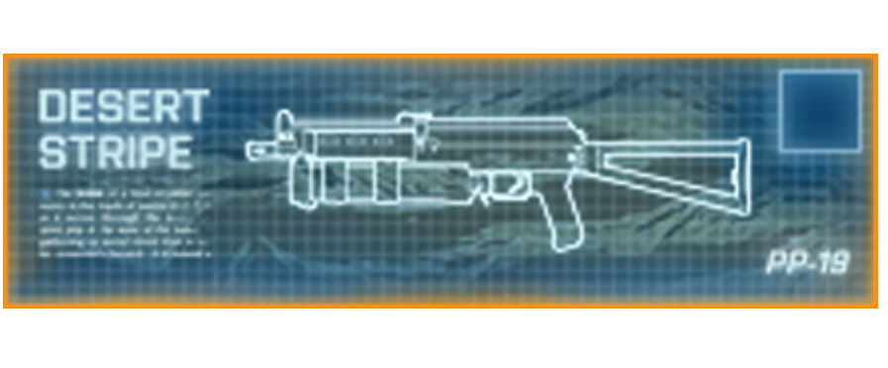


Criteria:

- Get 100 kills with the M240B.
- Resupply teammates 100 times.
- Get 15 LMG Ribbons.

Reward: M240B Woodland Oak Camo

PP-19 Specialist

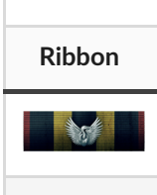
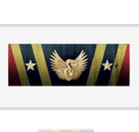


Criteria:

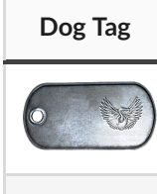
- Get 50 kills with the PP-19 as Assault.
- Get 50 kills with the PP-19 as Support.
- Get 50 kills with the PP-19 as Engineer.
- Get 50 kills with the PP-19 as Recon.

Reward: PP-19 Desert Stripe Camo

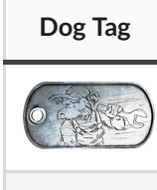
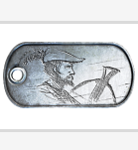
Aftermath Awards

Ribbon	Name	Criteria	Points
	Scavenger Ribbon	Finish a Scavenger round.	200
	Scavenger Winner Ribbon	Win a Scavenger round.	500
	Scavenger Medal	Obtain the Scavenger Winner Ribbon 50 times.	10000

Aftermath Dog Tags (Left)

Dog Tag	Name	Criteria
	Scavenger	Obtain Scavenger Ribbon 10 times.
	Scavenger Winner	Obtain Scavenger Winner Ribbon 10 times.
	Old School Warrior	Complete assignment Archery 101.
	Xbow Proficiency	Obtain Xbow Service Star 1.
	Xbow Scoped Proficiency	Obtain Xbow Scoped Service Star 1.

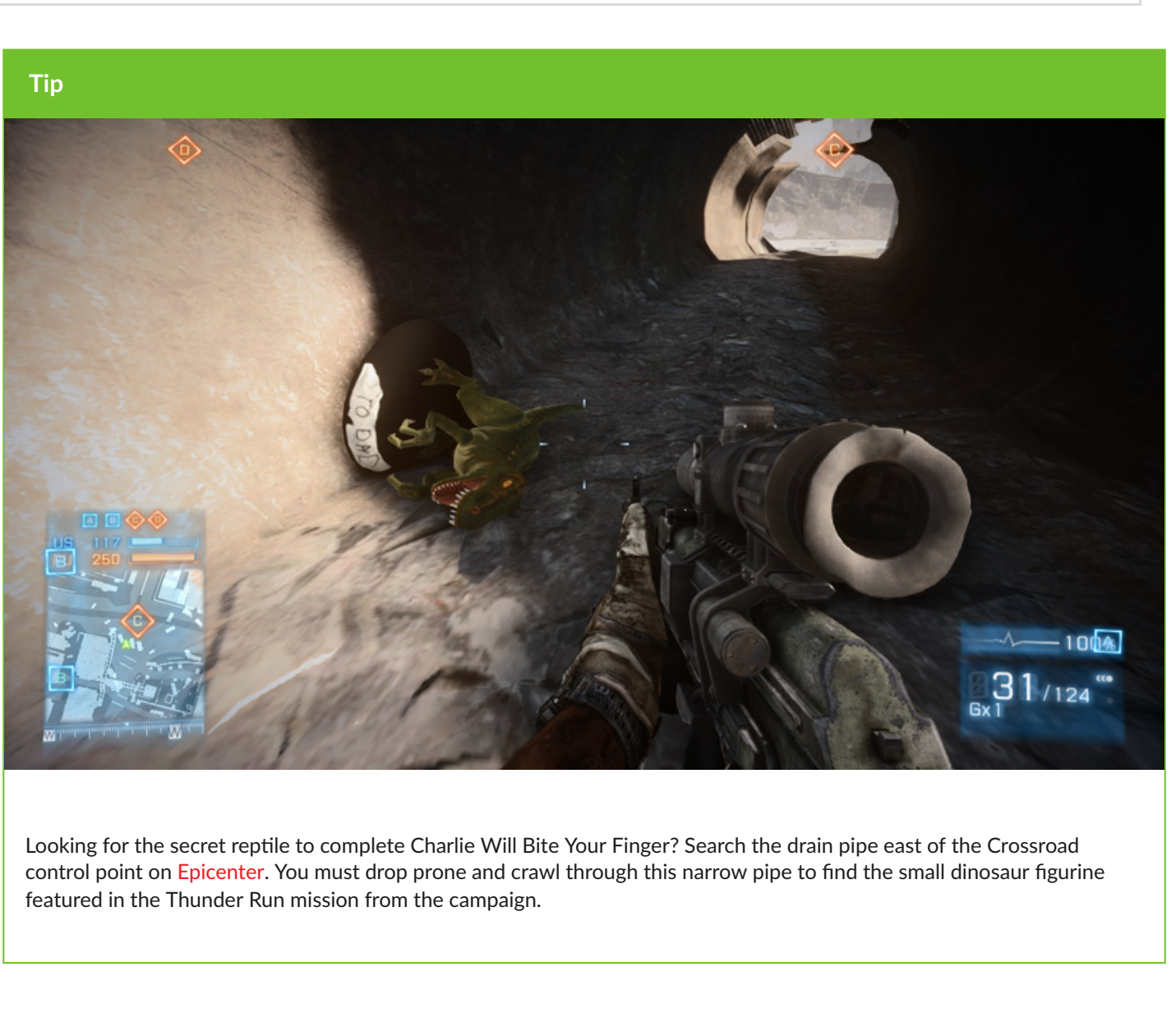
Aftermath Dog Tags (Right)

Dog Tag	Name	Criteria
	Grease Monkey	Complete assignment Riding Shotgun.
	Quake Survivor	Complete assignment On Top of the Richter Scale.
	Scavenger	Obtain Scavenger Medal one time.
	Squeezing the Trigger	Complete assignment This is My Boom Stick.
	William Tell	Complete assignment William Tell.
	Xbow Master	Obtain Xbow Service Star 5.
	Xbow Scoped Master	Obtain Xbow Scoped Service Star 5.

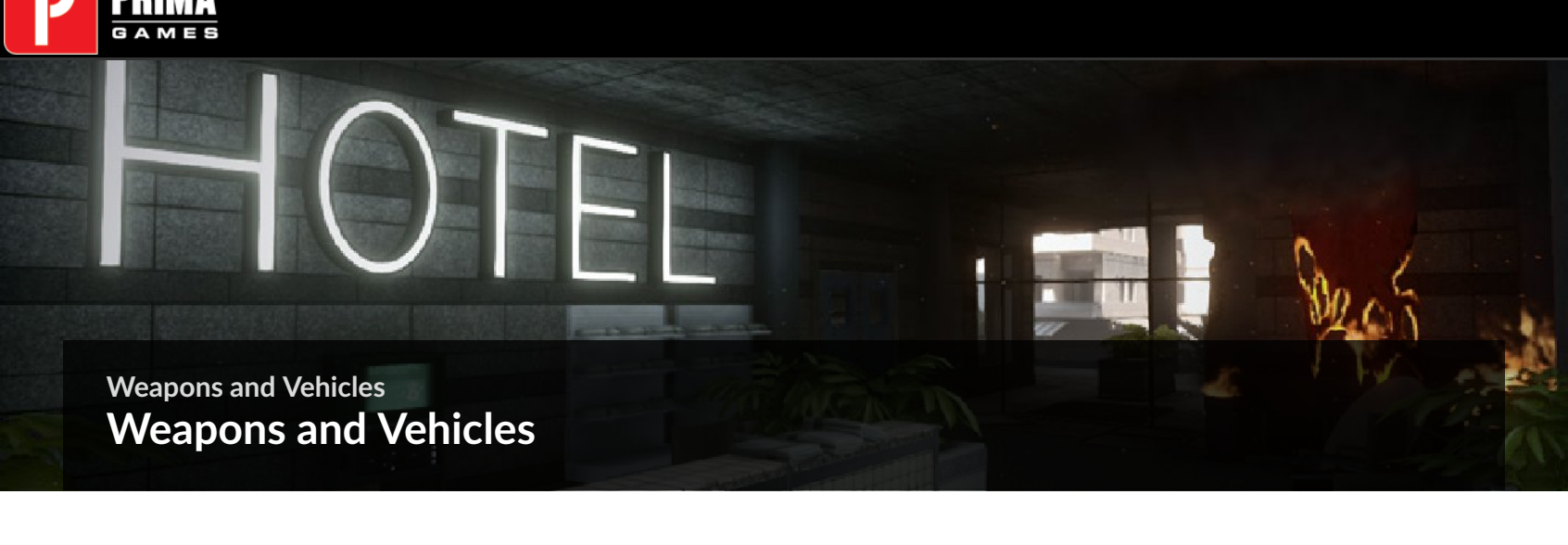
Aftermath Achievements and Trophies

Image	Name	Criteria	Gamerscore	Trophy
	Charlie Will Bite Your Finger	Find the secret reptile.	30	Silver
	Extreme Hoarder	Pick up 50 weapons in Scavenger mode.	20	Bronze
	Handyman	Unlock all Xbow parts.	20	Bronze
	Homemade Javelin	Destroy a vehicle using the Xbow.	20	Bronze
	Pockets Full of Death	Without dying, get a kill with a Xbow, primary weapon, and hand grenade.	30	Silver

Tip



Looking for the secret reptile to complete Charlie Will Bite Your Finger? Search the drain pipe east of the Crossroad control point on Epicenter. You must drop prone and crawl through this narrow pipe to find the small dinosaur figurine featured in the Thunder Run mission from the campaign.



Weapons and Vehicles

Weapons and Vehicles

The earthquake-ravaged landscapes in Aftermath aren't the only things that are a little worse for wear. A complete logistical breakdown has forced soldiers from both sides of the conflict to wage war with what little resources they have at their disposal. The results are some truly inventive, yet crude, implements forged from scavenged weapons, vehicles, and other miscellaneous debris. The improvised weapons and vehicles introduced in this expansion may not look pretty, but they're more than capable of getting the job done.

Xbows and Bolts

Improvised from a heavily modified M4, the Xbow is a single-shot projectile weapon, much like a bolt-action sniper rifle. The difference lies in how ammunition is handled. The crossbow fires arrow-like bolts instead of bullets. In addition to the default Standard Bolt, there are three other bolts to unlock and choose—you can only select bolts you've unlocked by completing specific assignments. Each bolt has its own characteristics that affect range and damage output. This allows you to choose the proper ammo for different tactical situations. For example, the Standard Bolt does nothing to vehicles, but the High-Explosive (HE) Bolt can inflict some serious damage to all units, including tanks. By pressing the fire mode select button, you switch bolt types on the fly—the firing mode icons are replaced by bolt type indicators while wielding the Xbow or Xbow Scoped. Unlike standard firearms, the Xbows aren't fed through magazines. Instead, bolts must be loaded manually, one at a time. As a result, the Xbows are difficult to use in chaotic close-quarter firefights. It's best to equip this weapon when engaging single, unsuspecting opponents. Each soldier can carry a maximum of 10 bolts for their Xbow. But new bolts can be acquired from the support class's ammo box or from the new ammo crates available during Scavenger mode. The best part about the Xbows is that they're available to all classes and don't occupy a weapon slot. Instead, they occupy the soldier's first gadget slot. This gives each soldier the opportunity to carry a pistol and primary weapon in addition to their Xbow. However, it also means you'll need to leave behind valuable gadgets like medic kits, rocket launchers, and ammo boxes in favor of carrying an Xbow.

Xbow Achievements and Trophies

Image	Name	Criteria	Gamerscore	Trophy
	Handyman	Unlock all Xbow parts.	20	Bronze
	Homemade Javelin	Destroy a vehicle using the Xbow.	20	Bronze
	Pockets Full of Death	Without dying, get a kill with an Xbow, primary weapon, and hand grenade.	30	Silver

Xbow

Ammo: Standard Bolt (default)

Rate of Fire: Single-Shot

Magazine Capacity: 1

Range: Short to Intermediate

Unlock: Sticks and Stones assignment

- Win 3 rounds in Scavenger

Field Notes

Of the two Xbows, this is the easiest to unlock—just keep playing Scavenger mode until your team racks up three wins. This Xbow is equipped with a KOBRA (RDS) Red Dot Sight, which allows for quick target acquisition but no magnification. When first firing this weapon, be prepared for significant bolt drop when engaging targets at a distance beyond a few meters. To compensate for the drop, aim high. The weapon also takes a long time to reload. So if you miss with your first shot, consider switching to your primary weapon to finish off the target.

Xbow Scoped

Ammo: Standard Bolt (default)

Rate of Fire: Single-Shot

Magazine Capacity: 1

Range: Intermediate to Long

Unlock: Go Play Close Quarters assignment

- Total of 150 meters headshots with sniper rifles
- Total of 150 meters headshots with assault rifles
- Total of 150 meters headshots with carbines

Field Notes

Unlocking this weapon is easier than it sounds. You must simply accrue a series of headshots with sniper rifles, assault rifles, and carbines. The distance of each headshot is applied to the 150 meter total required for each weapon—you do not need to score one 150 meter headshot with each weapon. This Xbow variant is fitted with a PKS-07 (7x) scope that makes it the perfect long-range weapon when paired with the extremely accurate Balanced Bolt. The powerful magnification of the scope makes the weapon difficult to use in close quarters, so reserve this Xbow for those impressive long-range kills.

Service Stars

Like all weapons, you earn a service star for every 100 kills you score with the Xbow or Xbow Scoped. A maximum of 100 service stars can be earned for each weapon.

Bolts

Bolts are smaller and heavier than arrows fired by bows. They use similar ballistics as bullets, but travel slightly slower. Cumbersome to load and slow in travel, bolts make up for their drawbacks by packing some serious power. As long as a target is within optimal range, scoring a center mass hit or headshot with a bolt is almost always lethal.

Standard Bolt

Damage: Medium

Range: Short to Intermediate

Unlock: Default ammo for Xbow and Xbow Scoped

Field Notes

The Standard Bolt is immediately available upon unlocking the Xbow or Xbow Scoped weapons. Fitted with a barbed tip, this bolt experiences significant drop over distance, even when engaging targets within 25 meters. To compensate for range, aim high. Although its accuracy leaves much to be desired, the Standard Bolt hits with a lot of force, often killing opponents with a single hit.

Scan Bolt

Damage: Medium

Range: Short to Intermediate

Unlock: It Is OK To Thank Me assignment

- Get 20 spot assists
- Designate 10 vehicles
- Get 1 designated assist

Field Notes

The Scan Bolt combines the lethality of the Standard Bolt with the reconnaissance benefits of a T-UGS motion sensor. It displays enemy movement on the minimaps of your teammates. Unlocking this bolt is fairly straightforward, but it helps to have access to the recon class's SOFLAM to designate vehicles and get a designated assist. If you don't have the SOFLAM yet, you can laser-designate vehicles from the third seat in a tank equipped with the CITV Station gadget or by using a helicopter's Laser Painter pilot upgrade. Once unlocked, fire this bolt into high-traffic areas to help direct your teammates toward opponents—this is a great way to score some Motion Sensor Assists. The bolt is also lethal when fired directly at an opponent. The motion sensor will continue detecting enemy movement at the spot where your victim fell.

HE Bolt

Damage: High

Range: Short

Unlock: A Good Demo Man assignment

- Get 5 kills with hand grenades
- Get 5 kills with underslung grenades
- Get 5 kills with C4

Field Notes

To unlock this devastating bolt you must first score a few kills with a variety of explosive weapons. The HE Bolt is a modified Standard Bolt with a small C4 charge taped to the tip. Due to the extra weight on the tip, the bolt flies only a few meters before dropping to the ground and exploding on impact. Due to the extreme bolt drop, always aim high, just as you would when firing a grenade launcher—but aim even higher. The C4 charge exhibits minimal splash damage, but inflicts massive damage when scoring a direct hit, particularly against infantry. In a pinch, this bolt can also damage vehicles, including tanks. But the HE Bolt does significantly less damage than an engineer's rocket launcher or a standard C4 charge carried by support troops. Still, for classes with no anti-vehicle capability, it's a nice addition.

Balanced Bolt

Damage: Medium

Range: Long

Unlock: Stay Away From My Tent assignment

- Get 50 kills with sniper rifles
- Get 10 headshot kills with sidearm

Field Notes

The Xbows reach their full potential with this highly accurate, long-range bolt. But before you can load one of these bad boys, you must unlock it by scoring several headshots with sniper rifles and pistols. Once the Balanced Bolt is available, try it out against a distant target. Unlike the other bolts, the Balanced Bolt experiences very little drop, even when engaging targets beyond 50 meters. Aim directly at your target to score a hit. Pair this bolt with the Xbow Scoped to take advantage of the magnification offered by the PKS-07 (7x) scope. The powerful scope makes it much easier to score lethal headshots from any range.

Xbow-Related Assignments

Sticks and Stones

Criteria:

- Win 3 rounds in Scavenger.

Reward:	
Xbow	

Go Play Close Quarters

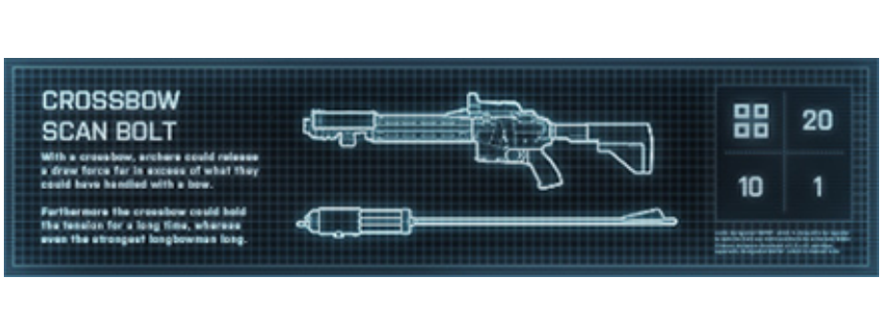
RIFLE SCOPED
CROSSBOW
150
150
150

Criteria:

- Total of 150 meters headshots with sniper rifles.
- Total of 150 meters headshots with assault rifles.
- Total of 150 meters headshots with carbines.

Reward:	
Xbow Scoped	

It Is OK To Thank Me

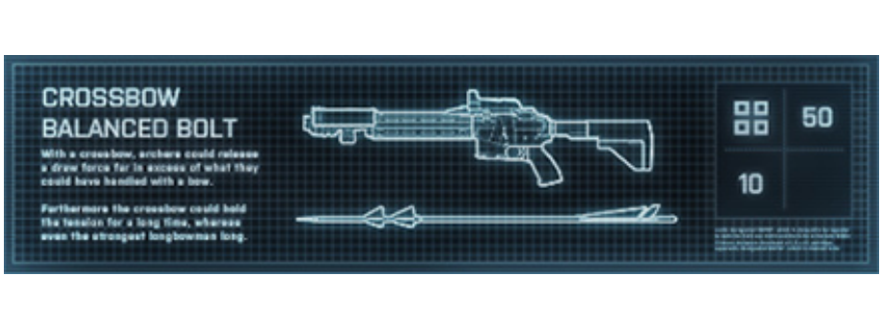


Criteria:

- Complete Sticks and Stones assignment.
- Get 20 spot assists.
- Designate 10 vehicles.
- Get 1 designated assist.

Reward:	
Scan Bolt	

Stay Away From My Tent

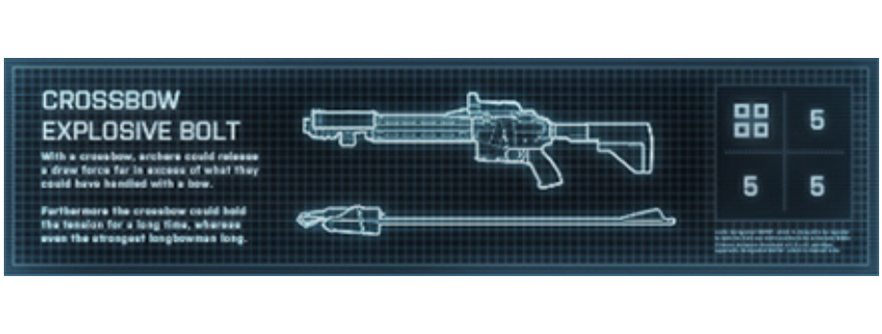


Criteria:

- Complete Sticks and Stones assignment.
- Get 50 kills with sniper rifles.
- Get 10 headshot kills with sidearm.

Reward:	
Balanced Bolt	

A Good Demo Man



Criteria:

- Complete Sticks and Stones assignment.
- Get 5 kills with hand grenades.
- Get 5 kills with underslung grenades.
- Get 5 kills with C4.

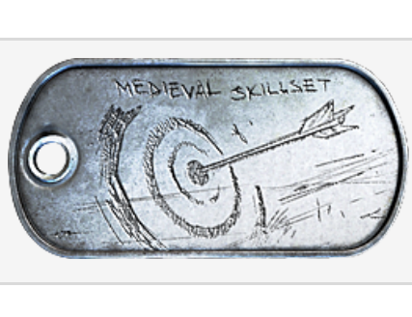
Reward:	
HE Bolt	

Archery 101

OLD SCHOOL
WARRIOR
5

Criteria:

- Get 5 Xbow kills.

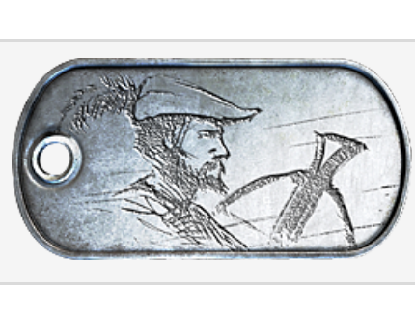
Reward:	
Old School Warrior Dog Tag	

William Tell

WILLIAM TELL
150
50

Criteria:

- Complete Archery 101 assignment.
- Total of 150 meters headshots with the Xbow.
- Get 50 kills with Xbow.

Reward:	
William Tell Dog Tag	

Light Vehicles

The Aftermath expansion adds three new light vehicles. These heavily modified transports are the fastest land vehicles available on the new maps, useful for rushing control points and M-COM stations at the start of a battle. But their light armor and exposed positions make them death traps if they are driven into heavy action. Most explosive munitions can disable these vehicles with one hit, potentially killing the driver and passengers. Their greatest defensive asset is their speed and off-road capability. To ensure survival, use these vehicles to traverse terrain on a map's periphery and stay away from heated battles near control points and M-COM stations. Although these vehicles can attain high speeds on roads, most roads are traveled by larger and more deadly vehicles like tanks and IFVs. When possible, stay off-road and out of sight. Such tactics are essential when staging raids on distant enemy-held control points or M-COM stations. There are no vehicle unlocks or loadout options for these vehicles.

Rhino

- Nationality: US and RU
- Description: Modified van with remote turret and open passenger seats.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐☐☐☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	HMG .50
2	Passenger	Troop Kit
3	Passenger	Troop Kit
4	Passenger	Troop Kit

Field Notes

The Rhino is a heavily modified civilian van that is available to both teams. The remote heavy machine gun turret on top of the van is controlled by the driver, so it's got the feel of driving an IFV or tank. With sheets of metal welded over the most of the van's front windows, the driver operates the vehicle from the turret's camera view. In addition to the HMG turret, the Rhino has four passenger positions, which allows troops to fire their own weapons from the side and rear windows. The open windows provide some cover as well as a good view of the vehicle's periphery, which is ideal for targeting enemy support soldiers hoping to slap a C4 charge to the side of the vehicle.

Tip

An engineer riding in the Rhino can repair the vehicle from the passenger seat. Simply aim the Repair Tool at a piece of the vehicle's interior to perform repairs while on the go. When an engineer, assault, and support soldier fill the passenger seats, the Rhino can be a force to reckon with. While the engineer repairs and fires rockets, the assault soldier can heal and revive the other passengers when not firing their assault rifle or grenade launcher. Meanwhile, the support soldier can drop an ammo box inside the vehicle to keep the rest of the squad supplied while occasionally tossing C4 charges or mines out the back of the vehicle to take out any pursuers.

Phoenix

- Nationality: US
- Description: Modified armored jeep with grenade launcher and HMG.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨☐☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	HMG .50
3	Grenadier	Grenade Launcher

Field Notes

The Phoenix is a modified M1114 HMMWV fitted with two roof-mounted turrets. The turret on the back is equipped with an automatic grenade launcher that is ideal for targeting groups of enemy infantry—the weapon can rapidly fire up to nine grenades before it must be reloaded. The grenade launcher turret can rotate only 180 degrees, so it's best if the vehicle is facing the target. A heavy machine gun is attached to the front turret, This turret can rotate a full 360 degrees, but the rear grenade launcher turret blocks its view when facing the vehicle's rear. With no adequate weapon coverage from behind, the Phoenix is extremely vulnerable to flanking attacks. So stay on the move to avoid getting C4 stuck to the back of your ride.

Barsuk

- Nationality: RU
- Description: Modified armored jeep with grenade launcher and HMG.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨☐☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	HMG .50
3	Grenadier	Grenade Launcher

Field Notes

This modified GAZ-3937 Vodnik performs similarly to the Phoenix. However, the turret positions are reversed: the grenade launcher is on the front, and the heavy machine gun is on the back. While the front-mounted grenade launcher can rotate only 180 degrees, the rear-mounted machine gun can traverse a full 360 degrees. This allows the gunner on the back the ability to engage targets in all directions. Since the machine gun is mounted slightly higher than the grenade launcher turret, visibility is unobstructed when engaging targets straight ahead as well. Given the improved visibility of the rear gunner, the Barsuk is harder to sneak up on from the rear—or any direction for that matter. Structurally, the Barsuk has a slightly higher profile than the Phoenix, therefore it is a bit unstable on uneven terrain. Watch your speed when turning, otherwise you may inadvertently roll the vehicle onto its side.

Caution

The turret positions atop the Phoenix and Barsuk are completely exposed, leaving the weapon operators vulnerable to incoming fire. To avoid getting sniped, stay on the move when moving through enemy-controlled territory.

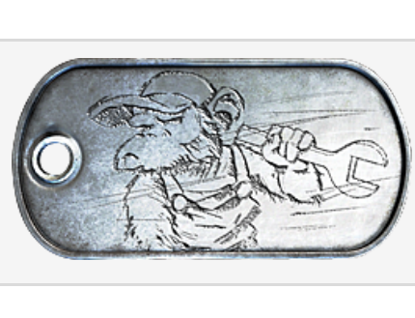
Light Vehicle-Related Assignments

Riding Shotgun

GREASE MONKEY
5
5
5

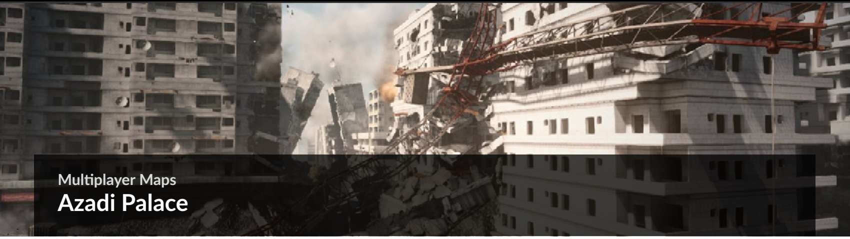
Criteria:

- Get 5 kills in the Phoenix.
- Get 5 kills in the Barsuk.
- Get 5 kills in the Rhino.

Reward:	
Grease Monkey Dog Tag	

Light Vehicle Tips

- Park a Rhino near a control point, loaded with C4. Use the Rhino to bait enemies in, then detonate the C4 once they're close enough.
- Avoid prolonged solo use of the Rhino, as it is prone to being disabled or destroyed if proactive repairs are not made.
- While driving the Rhino, avoid tanks and IFVs at all costs because they will quickly destroy the vehicle with one or two direct cannon rounds.
- The best method to keep this murder bus in operation is to have passengers repairing the vehicle as it comes under fire. While sitting in the passenger seat you are also able to drop ammo boxes and medic kits, in turn, healing and resupplying the occupants of the vehicle.
- The Rhino has little to no cover, which means that occupants are exposed to incoming fire. But in contrast, these openings also give a clear view of anyone attempting to plant C4 on the vehicle.
- The Rhino is also great for getting through tight spaces, so don't be afraid to lose a tank by turning down a small alley. Driving through narrow openings also lends itself well to getting across a map quickly to flank control points during Conquest matches.
- In light engagements, the Phoenix and Barsuk are useful as a stationary turrets. Just be sure that an escape route is already available in the event that the fire-fight escalates.
- The Phoenix and Barsuk are highly effective patrol vehicles. Make use of their speed and firepower to control objectives and choke points.



Multiplayer Maps

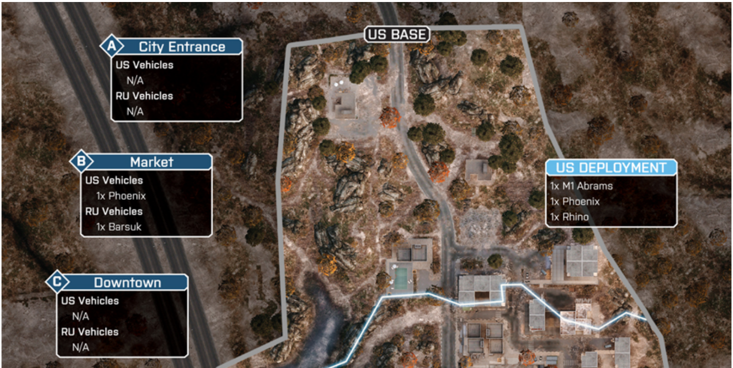
Azadi Palace

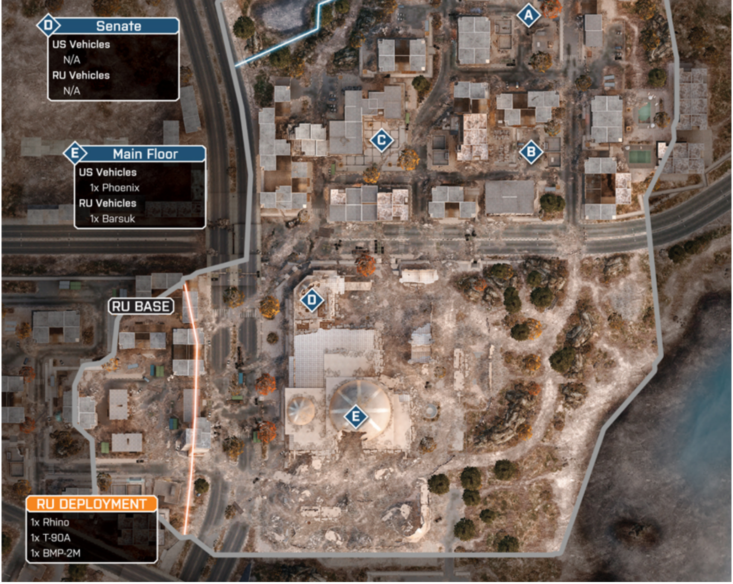
Azadi Palace

AZADI PALACE

شركة الالعاب
نقل عالمي

Conquest

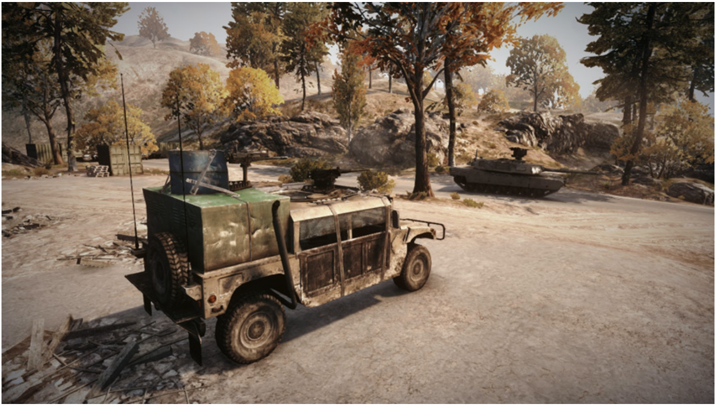




Click here for interactive maps

Before the earthquake, Azadi Palace, located on the southern side of the map, was a popular tourist destination, appreciated by locals and guests alike for its ornate architecture and lush gardens. But now, little is left of this once majestic structure's former glory, as soldiers and military vehicles scurry about the rubble-filled grounds and fight for control of the Palace and the adjoining neighborhood to the north. With five control points up for grabs at the start of the match, both teams must rush to secure at least three flags to initiate a drain on the opposing team's ticket count. Spawning on the city's northern outskirts, the US team has the best chance of capturing the City Entrance (A), Market (B), and Downtown (C), and establish a strong presence on the north side. Meanwhile, the RU team, deploying from the Construction Site in the southeast, has a good chance of securing the Main Floor (E) and Senate (E) within Azadi Palace. But the neither team can win by simply holding the Palace. So in addition to capturing the Palace's two control points, the RU team must look for opportunities to secure at least one of the three northern flags to avoid hemorrhaging tickets. In close matches, a tug-of-war struggle often centers around the Downtown (C) control point. To give your team the upper hand, make sure you make the most of the vehicles spawned at your team's base and control points—the M1 Abrams and T-90A are particularly effective when it comes to taking and holding ground.

US Base

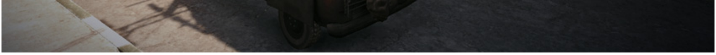


Base Assets

Name	Rhino	Phoenix	M1 Abrams
Quantity	1	1	1
Respawn Time	20 sec.	20 sec.	50 sec.

The US team deploys on the north side of the map, in the city outskirts. The vehicles spawned here play their most important role at the start of the match by serving as troop transports. Both the Rhino and Phoenix are capable of transporting three soldiers. Fill these vehicles to capacity and send the Rhino to the Market (B) while the Phoenix secures the Downtown (C) control point. Meanwhile, the remaining infantry and M1 Abrams can follow these speedy vehicles into the city and capture the City Entrance (A). If the US team moves out fast, they stand a good chance of securing these three northern control points, instantly draining the RU team's ticket count. By holding three out of the five flags, the US team doesn't need to even approach the Palace to the south. Instead, it's better to consolidate on the north side of the city. Post at least one vehicle at each control point and dig in for the rest of the match. As vehicles are destroyed, don't forget to spawn back at the US Base and move new vehicles to the front lines—keeping the M1 Abrams in the fight is particularly important.

RU Base



Base Assets

Name	Rhino	Barsuk	T-90A
Quantity	1	1	1
Respawn Time	20 sec.	20 sec.	50 sec.

Spawning from the Construction Site in the southwest corner of the city, the RU team begins the battle from a slight geographic disadvantage. While the Palace and its two control points are within close striking distance, the RU team has a difficult time beating the US team to the other three control points, on the north side of the city. So at the start of the battle, while a couple of squads secure the nearby Main Floor (E) and Senate (D) at the Palace, the rest of the team should make an aggressive push toward the Downtown (C) control point. Attacking this control point with the T-90A, Rhino, and Barsuk should be enough to overwhelm the US team's defenders. If the early-round attack is successful, instead of spreading their themselves thin, the RU team should consolidate their forces at the Downtown (C), Senate (D), and Main Floor (E) control points. The two control points in the Palace are easily defended by infantry, so use the vehicle spawned at the RU Base to reinforce the Downtown (C) control point.

A: City Entrance

The City Entrance (A) is a small plaza located on the north side of the city, only a few meters from the US Base. The US team stands a good chance of capturing this control point at the start of the match. However, the US team often takes this flag for granted and leaves it undefended. This gives RU squads an opportunity to sneak in and capture this control point, often without ever firing a shot. The flag is positioned in a small plaza flanked by several small buildings. The crates next to the flag offer adequate cover for infantry, but attackers should always watch for defenders posted in the buildings or on rooftops nearby. This control point is easiest for vehicles to access from the south or west. But in a pinch, vehicles can also traverse the wide staircase to the north—it's easier to drive down the stairs than it is to drive up them. Although the control point produces no vehicles for either team, it's still a location worth holding on to, so make sure at least one squad stays behind to guard it.

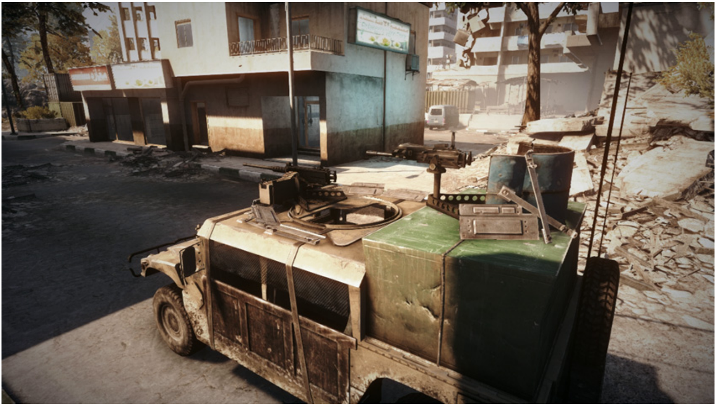
Tip

Don't let the makeshift barricades in the streets block your team's advance. Vehicles can crash through (or blast) these barricades and open up new paths.

B: Market

convenience مغازه
قصاب
قصاب

convenience مغازه
قصاب
قصاب



Control Point Assets

US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

The Market (B) is located just south of the City Entrance (A) and directly east of the Downtown (C), so it's a key piece of the control point triangle on the city's north side. Unlike its neighboring control points, the Market (B) produces a light vehicle for each team—the US team gets a Phoenix and the RU team gains a Barsuk. Both spawn in a street to the east. The flag is located in a small parking lot on the east side of an abandoned outdoor market. With the exception of a few damaged cars, there isn't much cover for infantry within the flag's capture radius. While infantry can approach the flag from any direction, vehicles can only enter the parking lot from the south—defending engineers should place mines at the parking lot's entrance. Since there aren't too many hiding spots near the flag, defenders should watch this area from the periphery, and take up positions in the building to the east or among the market stalls to the west. Parking the Phoenix or Barsuk in the parking lot or southern street also serves as a good deterrent.

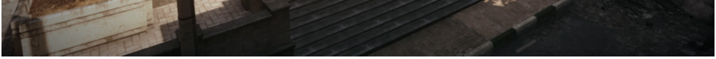
Tip

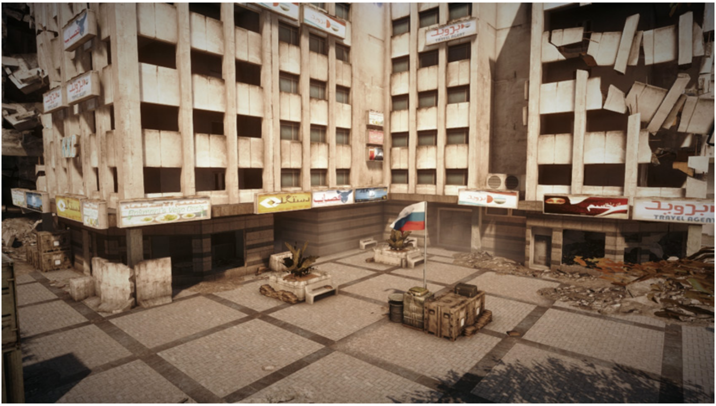
Look for the blue double doors on the west side of the Market (B). Shoot the red gas tank at the base of these doors to gain access to a hallway that cuts through the adjoining apartment building. This shortcut is a relatively safe way to move between the Market (B) and Downtown (C).

C: Downtown

KKC
TRAVEL AGENT
convenience

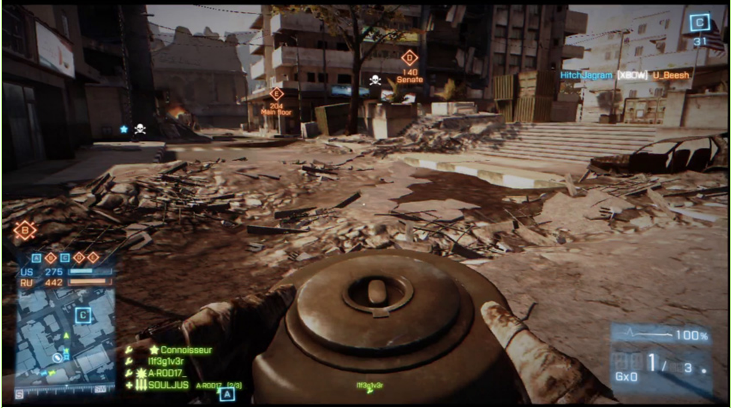
TRAVEL AGENT
KKC
KKC





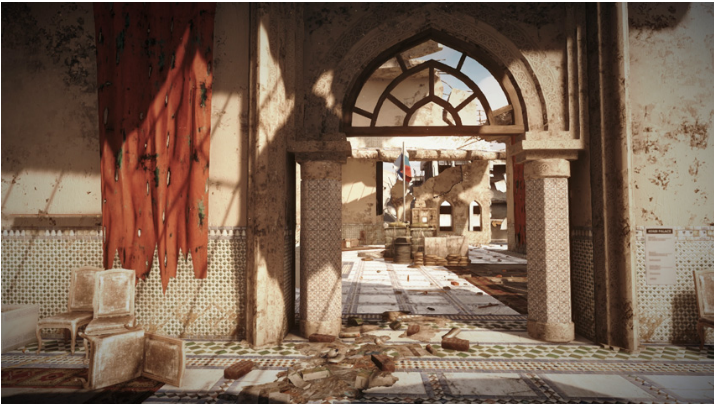
The Downtown (C) control point is one of the most contested locations on the north side of the city. This area of the map serves as a bridge linking the north side of the city to the Palace in the south. So expect heavy traffic (and fighting) in the area between the Downtown (C) and Senate (D). Both teams should rush this location at the outset of the match. Once captured, the control point is relatively easy to defend thanks to the exposed flag that stands in the middle of a large plaza. A few crates and planters serve as the only cover within the flag's capture radius, which encompasses most of the plaza. So if you're on foot, take cover behind one of these objects and drop prone. Given the exposed nature of the flag, its often safer to capture this control point from within the confines of an armored vehicle—the steps on the south and east sides of the plaza can be traversed by vehicles. However, defenders posted in the abandoned storefronts on the west and north sides of the plaza have a clear view of the flag, so they can engage attackers from the buildings' dark interiors. So before racing to the flag, make an effort to secure the perimeter. Otherwise you're likely to get caught in an ambush.

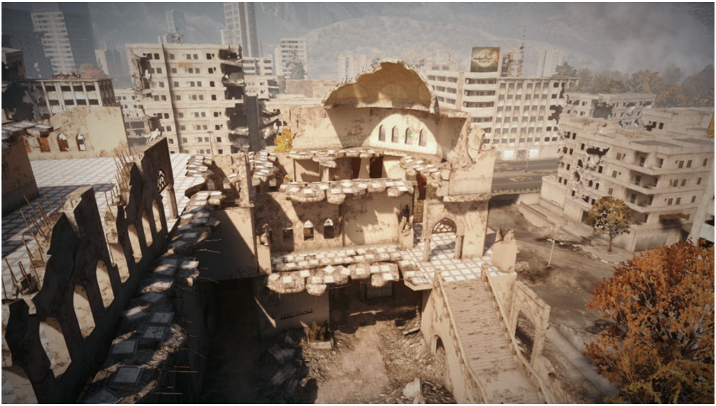
Tip



The streets are narrow and are often the only path for vehicles attempting to reach control points. As such, the streets are often littered with mines. Maintain vigilance while driving through these areas, perhaps laying your own mines in the process.

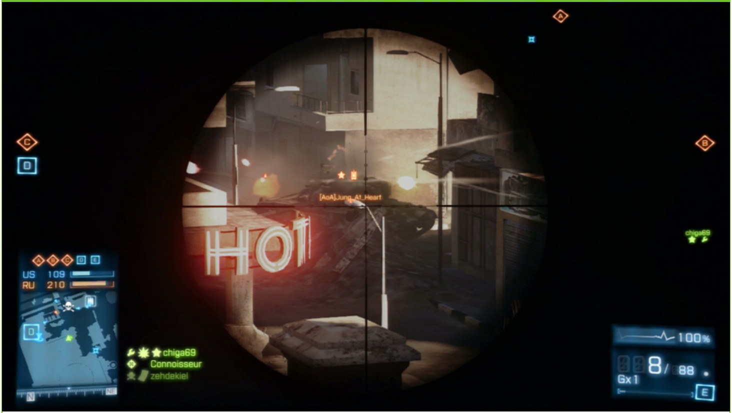
D: Senate





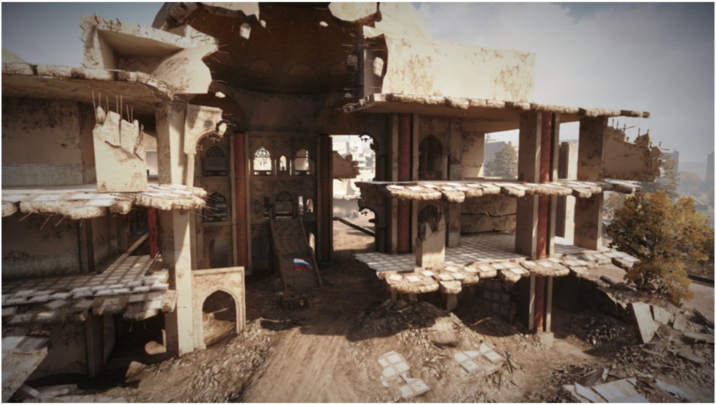
This control point is located in the moderately damaged north wing of Azadi Palace, on the second floor. What was once an ornate room frequented by politicians (and most recently tourists) has been transformed into a military outpost. The flag is positioned in the center of this small room. Therefore, expect most fighting here to take place at close range—PDWs and shotguns are well suited for these point-blank engagements. This room can only be accessed through three points: the large exterior staircase to the east, the narrow interior staircase to the south, and the arched doorway to the south. It's possible for light vehicles like the Phoenix, Barsuk, and Rhino to climb the exterior staircase to gain entry into this room. Tanks can climb the ramp on the east side of the palace, near the restaurant, and fire through the arched doorway. But the doorway is too narrow for a tank to fit in the room. While vehicle attacks are uncommon here, they're a possibility all defenders should prepare for. Once the flag is captured, one squad can adequately cover all three entry points, assisted by a T-UGS motion sensor and Claymores. When attacking here, avoid the staircases and advance from the restaurant to the south, also on the second floor. Attacking through the arched doorway on the south side of the flag is much safer than trudging up the stairs. Toss grenades and fire rockets through the doorway to soften-up any defenders near the flag before entering the room.

Tip



While upstairs within the Palace, near the Senate (D), fire toward the ground floor and surrounding areas to pick off enemies, using the high ground to your advantage.

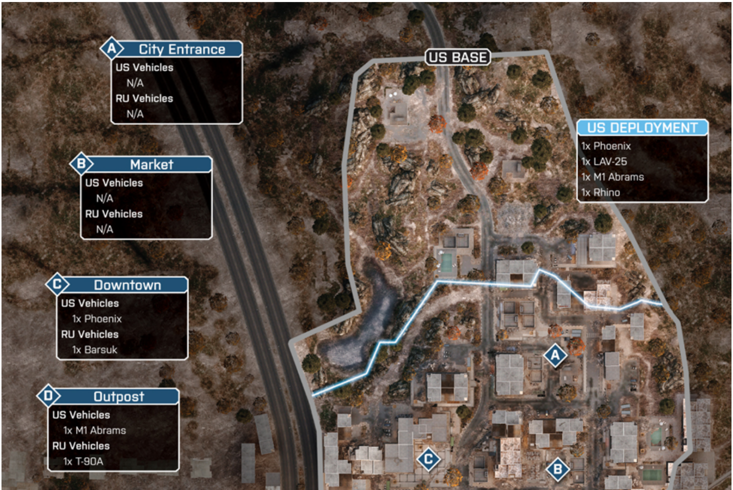
E: Main Floor

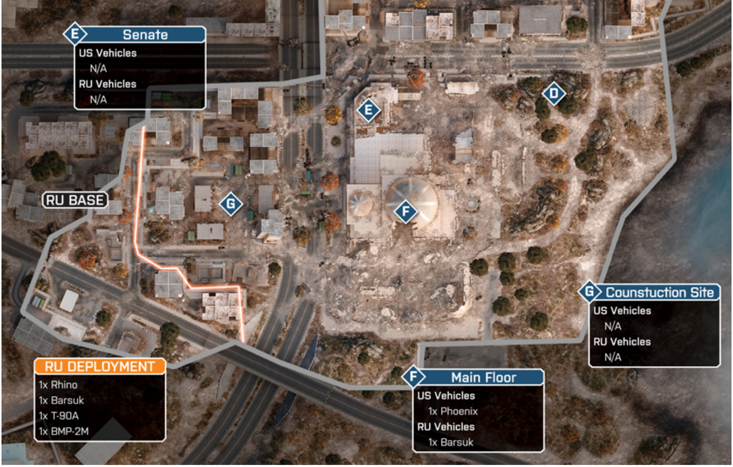


Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Phoenix (1)	Barsuk (1)	50 sec.

This is another control point located within Azadi Palace, on the south side of the map. Before the earthquake, this lavish foyer and its impressive domed roof greeted guests and dignitaries from around the world. But now the southern wall of the Palace has collapsed, leaving the Main Floor (E) exposed to the elements. The flag stands at the base of a large staircase leading to the second-floor promenade. With the exception of a few crates, there isn't much cover near the flag, which leaves attackers largely exposed while gathered within the capture radius. So consider capturing this flag from within a vehicle. A narrow dirt road cuts through the middle of the foyer, connecting the south and east sides of the palace. But even vehicles run the risk of getting ambushed here by defenders posted on the second floor. The second-floor walkway to the west of the flag is a popular overwatch position for defenders. The piles of rubble and perimeter arched doorways on the ground floor also offer plenty of sneaky spots for defenders to hide. So before approaching the flag, it's wise to secure the second floor. Although this control point is closest to the RU Base, the Main Floor (E) produces light vehicles for both teams that spawn outside the Palace to the south.

Conquest 64





Click here for interactive maps

In this larger Conquest variant, the map gets even larger, with two more control points added to the south side of the map. The addition of these new control points significantly shifts the geographical balance of power in favor of the RU team. By locking down the Outpost (D), Senate (E), Main Floor (F), and Construction Site (G), the RU team can consolidate their forces on the south side of the map while draining the US team's ticket count. The US team still stands the best chance of maintaining control of the north side of the city, but holding the City Entrance (A), Market (B), and Downtown (C) is no longer sufficient to guarantee a win. So in addition to controlling the north half of the city, the US team must take the fight to the south side, and hopefully capture at least one more control point in the process. The Outpost (D), located on the east side of the Palace, is one of the most valuable control points on the map; it produces an extra tank for both teams. Therefore both teams should make an effort to capture and hold this vital control point. With up to three tanks and two IFVs patrolling the map at any given time, each squad should have at least one engineer ready to dish out damage and conduct repairs. With the exception of the Senate (E), vehicles play a crucial role in securing and defending the control points in this battle. So don't let the vehicles spawned back at your team's base gather dust—move them to the front lines where they can make a difference.

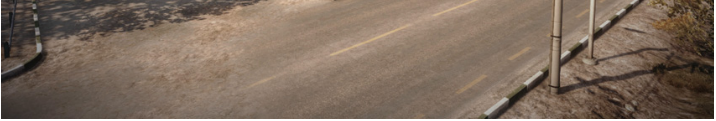
US Base

Base Assets

Name	Rhino	Phoenix	LAV-25	M1 Abrams
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	50 sec.	50 sec.

The US team deploys on the north side of the map, in the city outskirts. The vehicles spawned here play their most important role at the start of the match by serving as troop transports. Both the Rhino and Phoenix are capable of transporting three soldiers and the LAV-25 can carry six. Fill these vehicles to capacity and send the Rhino to the Market (B) while the Phoenix secures the Downtown (C) and the LAV-25 takes the Outpost (D). Meanwhile, the remaining infantry and M1 Abrams can follow these speedy vehicles into the city and capture the City Entrance (A). If the US team moves out fast, they stand a good chance of securing the three northern control points as well as the Outpost (D), thereby instantly draining the RU team's ticket count. By holding four out of the seven flags, the US team doesn't need to even approach the Palace. Instead, it's better to consolidate on the north side of the city. Post at least one vehicle at each control point and dig in for the rest of the match. As vehicles are destroyed, don't forget to spawn back at the US Base and move new vehicles to the front lines—keeping the M1 Abrams and LAV-25 in the fight is particularly important.

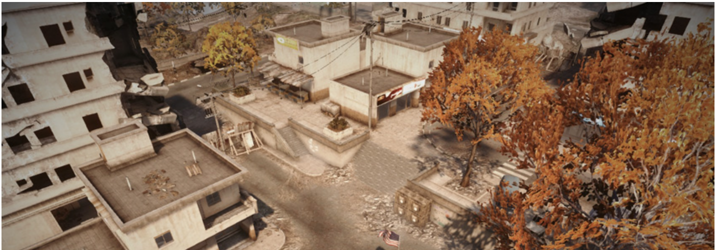
RU Base



Base Assets				
Name	**Rhino**	**Barsuk**	**BMP-2M**	**T-90A**
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	50 sec.	50 sec.

Spawning from a gas station on the southwest edge of the city, the RU team begins the battle from a slight geographic advantage. Early on, the RU team should rush to secure the four control points on the south side of the map. So at the start of the battle, while a couple of squads secure the nearby Construction Site (G), the rest of the team should make an aggressive push toward the Main Floor (F), Senate (E), and Outpost (D). Use speedy vehicles like the Rhino and Barsuk to reach the distant Outpost (D) while the BMP-2M drops off troops at the Palace to secure the Main Floor (F) and Senate (E). If the RU team moves out quickly, they stand a good chance of locking down the south side of the map while bleeding the US team's ticket count. But don't expect the US team to completely forfeit the southern half of the map. Keep squads posted at each of the southern control points full-time. Also, keep moving new vehicles from the base to front line positions at the Palace and Outpost (D). Use tanks and the BMP-2M to cover the street on the north side of the Palace. Treat this street as a border, and engage any US units that attempt to cross it.

A: City Entrance

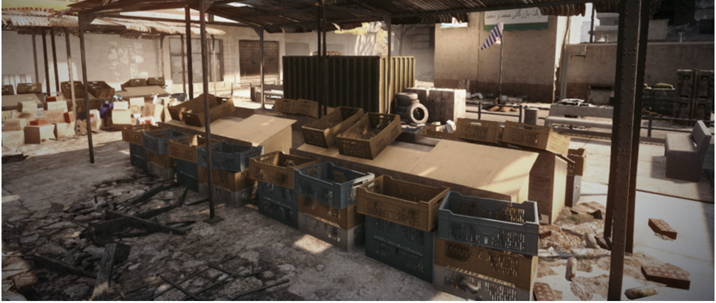


The City Entrance (A) is a small plaza located on the north side of the city, only a few meters from the US Base. The US team stands a good chance of capturing this control point at the start of the match. However, the US team often takes this flag for granted and leaves it undefended. This gives RU squads an opportunity to sneak in and capture this control point, often without ever firing a shot. The flag is positioned in a small plaza flanked by several small buildings. The crates next to the flag offer adequate cover for infantry, but attackers should always watch for defenders posted in the buildings or on rooftops nearby. This control point is easiest for vehicles to access from the south or west. But in a pinch, vehicles can also traverse the wide staircase to the north—it's easier to drive down the stairs than it is to drive up them. Although the control point produces no vehicles for either team, it's still a location worth holding onto, so make sure at least one squad stays behind to guard it.

Tip

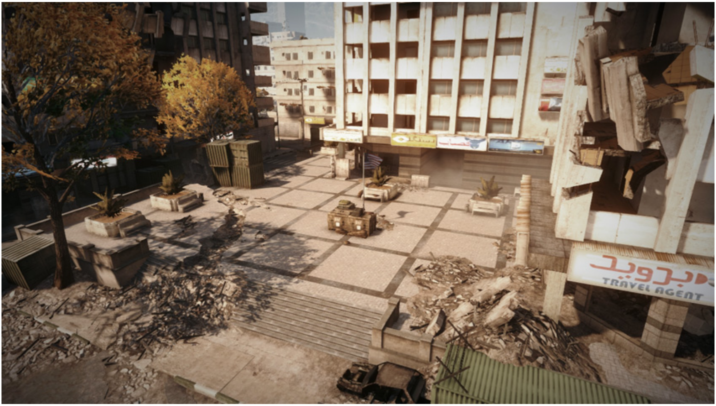
Use of the rooftops overlooking the City Entrance (A) and Market (B) to cover teammates as they capture the flag. Grenade launchers are very effective when engaging opponents below.

B: Market



The Market (B) is located just south of the City Entrance (A) and directly east of the Downtown (C), so it's a key piece of the control point triangle on the city's north side. Like the City Entrance (A), the control point produces no vehicles for either team. But that shouldn't deter either team from attempting to capture and hold this location. The flag is located in a small parking lot on the east side of an abandoned outdoor market. With the exception of a few damaged cars, there isn't much cover for infantry within the flag's capture radius. While infantry can approach the flag from any direction, vehicles can only enter the parking lot from the south—defending engineers should place mines at the parking lot's entrance. Since there aren't too many hiding spots near the flag, defenders should watch this area from the periphery, and take up positions in the building to the east or among the market stalls to the west. If the opposing team holds the Outpost (D), expect a constant flow of attacks from the south. Opponents spawning at the Outpost (D) have access to a tank, so engineers may be necessary when defending this flag.

C: Downtown



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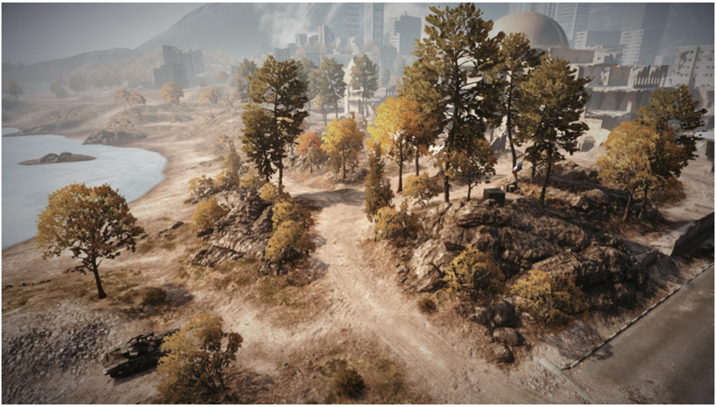
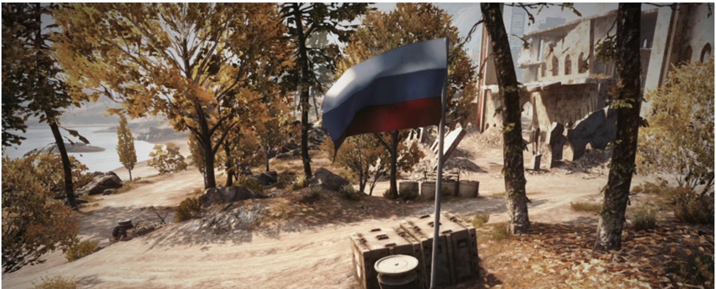
Control Point Assets

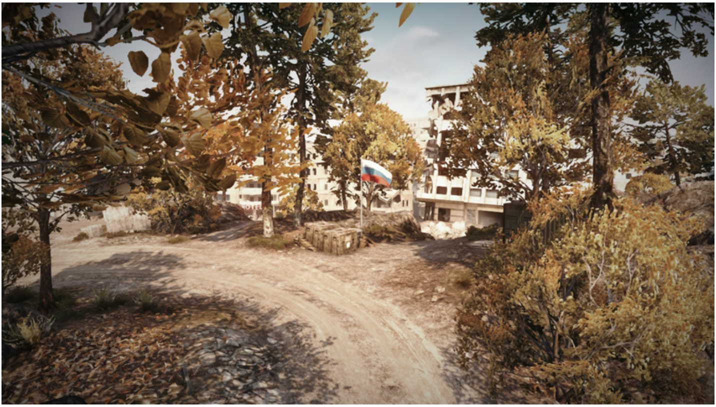
US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

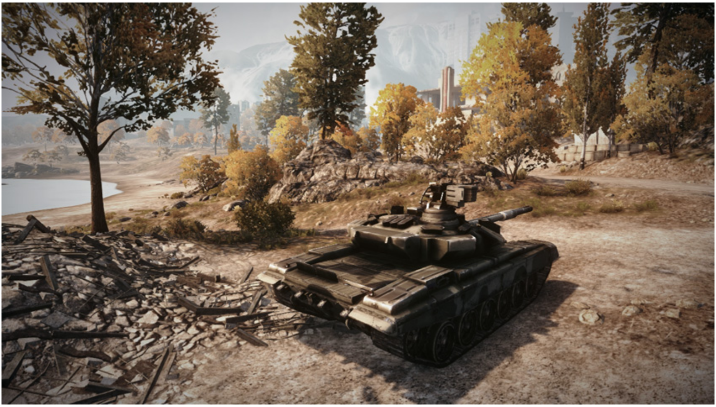
The Downtown (C) control point is one of the most contested locations on the north side of the city. This area of the map serves as a bridge linking the north side of the city to the Palace in the south. So expect heavy traffic (and fighting) in the area between the Downtown (C) and Senate (E). The US should rush this location at the outset of the match and reinforce it with their M1 Abrams. Once captured, the control point is relatively easy to defend thanks to the exposed flag, which stands in the middle of a large plaza. A few crates and planters serve as the only cover within the flag's capture radius, which encompasses most of the plaza. So if you're on foot, take cover behind one of these objects and drop prone. Given the exposed nature of the flag, its often safer to capture this control point from within the confines of an armored vehicle—the steps on the south and east sides of the plaza can be traversed by vehicles. However, defenders posted in the abandoned storefronts on the west and north sides of the plaza have a clear view of the flag, and they can engage attackers from the buildings' dark interiors. So before racing to the flag, make an effort to secure the perimeter. Otherwise you're likely to get caught in an ambush. The control point produces a light vehicle for both teams; they spawning in the barricaded street to the west.

D: Outpost







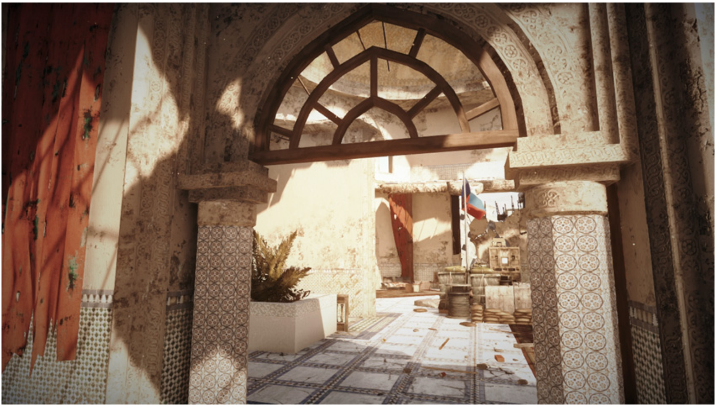


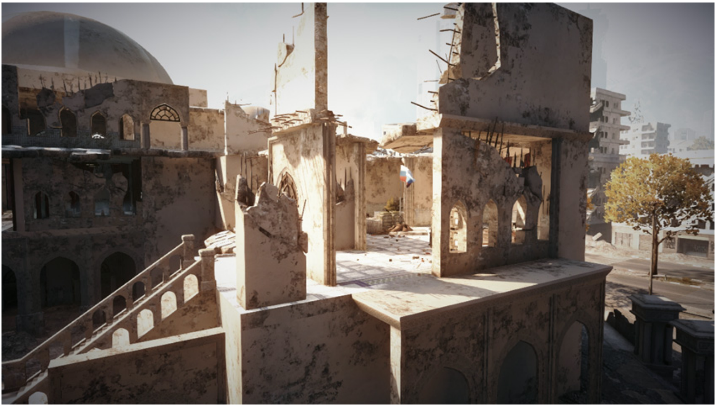
Control Point Assets

US Control	RU Control	Respawn Time
M1 Abrams (1)	T-90A (1)	50 sec.

The Outpost (D) is a rocky hilltop control point located directly east of Azadi Palace. Surrounded by tall trees and adjacent to a serene lake, this undeveloped area offers a nice change of scenery, free of rubble and destruction. But the great view isn't the only reason to secure this flag. The Outpost (D) is the only control point that produces an extra tank for each team. In a close match, gaining access to another tank can make a huge difference. So both teams should make an effort to capture and hold this location. The flag is positioned atop a rocky hill that is easily accessed by vehicles traveling along the dirt road on the south side. Although rocky, the north face of the hill features a narrow trail that infantry can climb to reach the top of the hill. The trees and a few crates clustered around the flagpole offer decent cover and concealment for infantry gathered within the flag's capture radius. The hilltop's elevation also makes it easy for defenders to spot incoming attacks, whether approaching from the Palace or the Market (B) to the north. If the opposing team holds the Market (B), consider taking up positions along the street to the north and ambushing the attackers as they scramble up the rocky north side of the hill.

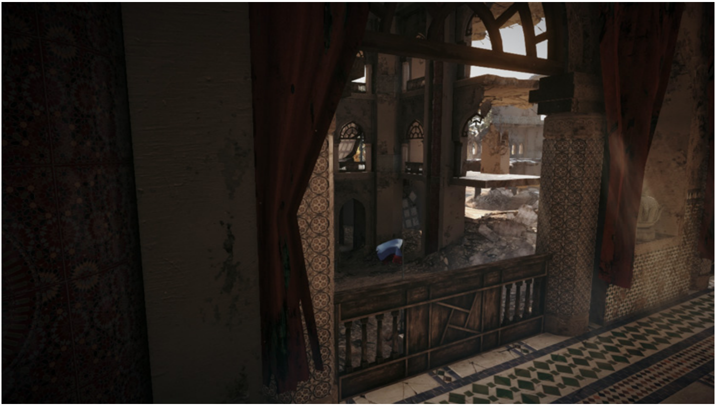
E: Senate





This control point is located in the moderately damaged north wing of Azadi Palace, on the second floor. What was once an ornate room frequented by politicians (and most recently tourists) has been transformed into a military outpost. The flag is positioned in the center of this small room. Therefore, expect most fighting here to take place at close range—PDWs and shotguns are well suited for these point-blank engagements. This room can only be accessed through three points: the large exterior staircase to the east, the narrow interior staircase to the south, and the arched doorway to the south. It's possible for light vehicles like the Phoenix, Barsuk, and Rhino to climb the exterior staircase to gain entry into this room. Tanks can climb the ramp on the east side of the palace, near the restaurant, and fire through the arched doorway. But the doorway is too narrow for a tank to fit in the room. While vehicle attacks are uncommon here, they're a possibility all defenders should prepare for. Once the flag is captured, one squad can adequately cover all three entry points, assisted by a T-UGS motion sensor and Claymores. When attacking here, avoid the staircases and advance from the restaurant to the south, also on the second floor. Attacking through the arched doorway on the south side of the flag is much safer than trudging up the stairs. Toss grenades and fire rockets through the doorway to soften-up any defenders near the flag before entering the room.

F: Main Floor

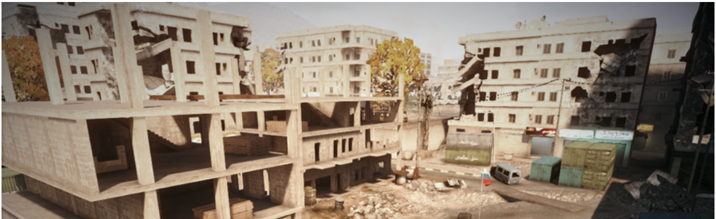


Control Point Assets

US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

This is another control point located within Azadi Palace, on the south side of the map. Before the earthquake, this lavish foyer and its impressive domed roof greeted guests and dignitaries from around the world. But now the southern wall of the Palace has collapsed, leaving the Main Floor (F) exposed to the elements. The flag stands at the base of a large staircase leading to the second-floor promenade. With the exception of a few crates, there isn't much cover near the flag, so attackers are largely exposed while gathered within the capture radius. So consider capturing this flag from within a vehicle. A narrow dirt road cuts through the middle of the foyer, connecting the south and east sides of the palace. But even vehicles run the risk of getting ambushed here by defenders posted on the second floor. The second-floor walkway to the west of the flag is a popular overwatch position for defenders. The piles of rubble and perimeter arched doorways on the ground floor also offer plenty of sneaky spots for defenders to hide. So before approaching the flag, it's wise to secure the second floor. Although this control point is closest to the RU Base, the Main Floor (F) produces light vehicles for both teams; they spawn outside the Palace to the south.

G: Construction Site



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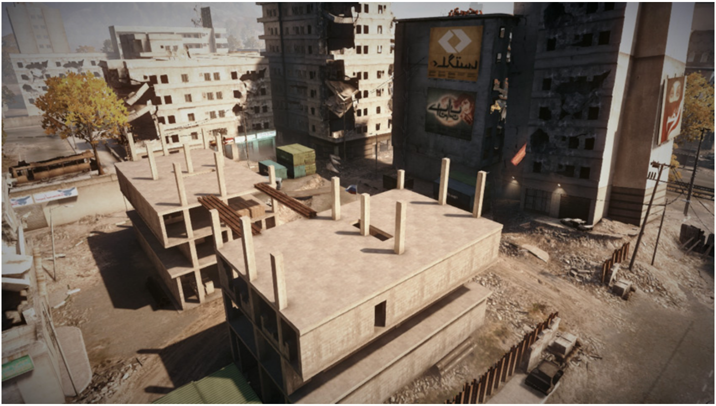
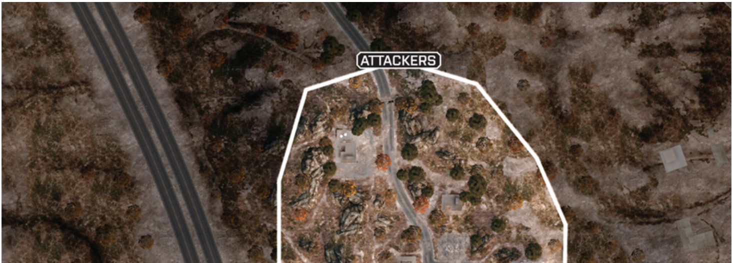
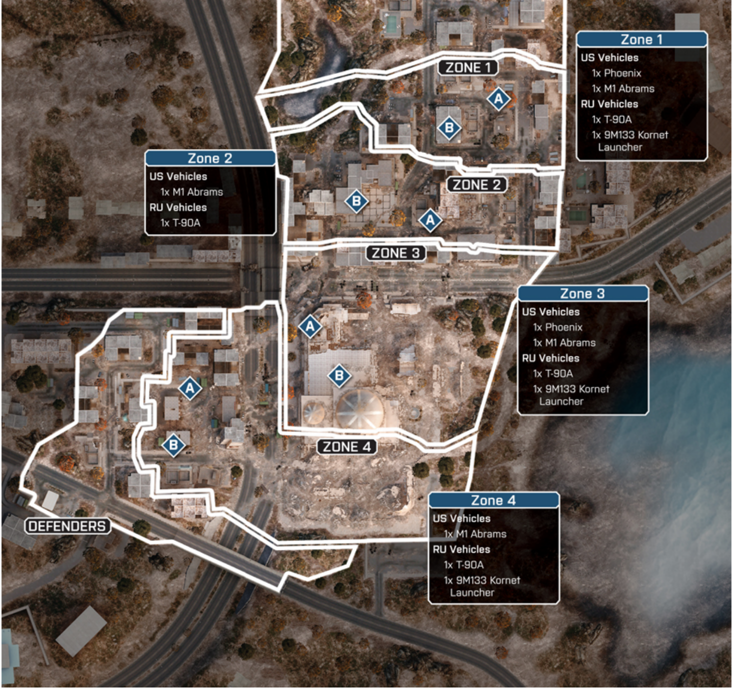


The Construction Site (G) is located in a residential area of the city directly west of the Palace. Because it is situated only a few meters from the RU Base, the RU team stands the best chance of capturing and controlling this location throughout the match. But given it's somewhat isolated position on the western side of the map, this control point is rarely defended, so US troops have the chance to sneak in and convert the flag without facing stiff resistance. However, the US team shouldn't expend many resources on holding this position for any significant amount of time. The Construction Site (G) produces no vehicles for either team, and given this control point's proximity to the RU Base, it's only a matter of time before the RU team strikes back with their tank and IFV. So, for the US team, it's best to capture the flag and move on to another control point. However, if the US team has managed to capture all seven flags, forming a defensive line at the Construction Site (G) can be an effective way to trap the RU team at their base. The two partially constructed buildings west of the flag have fared much better than the surrounding structures, and infantry can access all three floors. With so many elevated overwatch positions within these two buildings, the flag is safest to capture from within a tank or IFV. Still, troops on the ground can find some cover within the capture radius by ducking down behind the crates next to the flag.

Rush

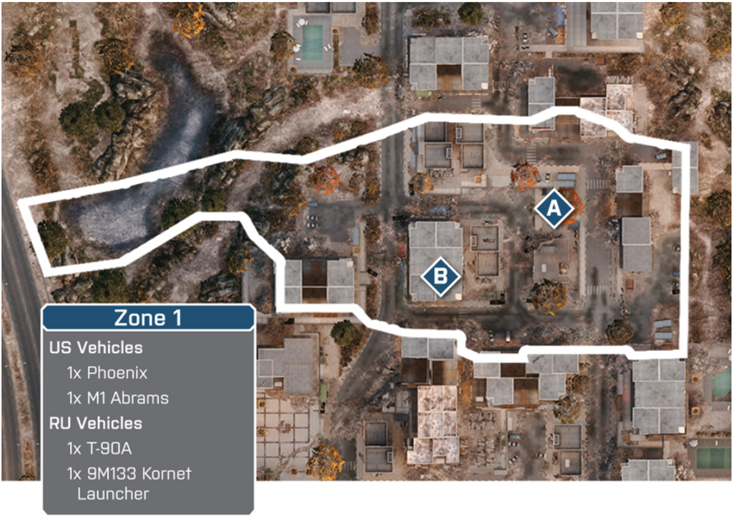




Click here for interactive maps

This sprawling Rush battle tests the urban combat tactics and skills of both teams as they fight for control Azadi Palace and the surrounding neighborhoods. The battle is spread across four zones, starting at the City Entrance before progressing to the Downtown, the Azadi Palace, and the Construction Site. Throughout the course of the battle each team maintains access to one tank. In most cases, these tanks cancel each other out, leaving it up to the infantry to do the heavy lifting. But a good tank crew supported by Repair Tool-toting engineers can make a big difference in this battle. So never write off the effectiveness of these powerful vehicles when it comes to holding or taking ground. Field a few of engineers to repair your team's tank and assist in taking out the opposing team's tank by firing rockets and placing mines. Due to the cut-up nature of the damaged city, infantry combat takes place at various ranges, depending on the zone. The versatile carbines and assault rifles are ideal for engaging threats at any range. But when the battle shifts to Azadi Palace's interior during the third phase, consider switching to a PDW or shotgun.

Zone 1: City Entrance



Zone 1

US Vehicles

- 1x Phoenix
- 1x M1 Abrams

RU Vehicles

- 1x T-90A
- 1x 9M133 Kornet Launcher

US Deployment

Name	Phoenix	M1 Abrams
Quantity	1	1
Respawn Time	30 sec.	30 sec.

At the start of the battle the US team deploys on the north side of the city, along with a Phoenix and M1 Abrams. The distance between this deployment area and the objectives makes it tough for the US team to rush the M-COM stations at the start of the match. The Phoenix stands the best chance of swiftly transporting a few troops into the city. Consider using this vehicle to transport troops to M-COM Station B and attacking through the building from the west. But the majority of the team must attack the objective at the City Entrance on foot. Make an effort to occupy the buildings on the north and east sides of the plaza where M-COM Station A is positioned. Place Radio Beacons in these buildings to maintain a spawn point close to the objectives. The priority of the M1 Abrams is to counter the RU team's T-90A. A few engineers can assist in this task. But when the M1 Abrams isn't busy dueling the T-90A, use it to overwhelm defenders around M-COM Station A. Just watch out for the Kornet launcher directly south of the City Entrance.

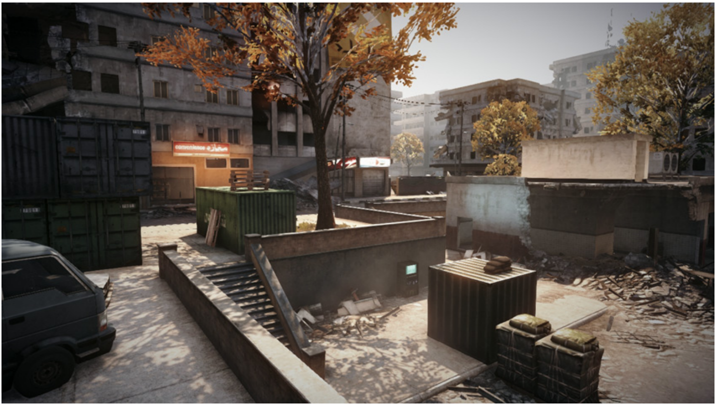
RU Deployment

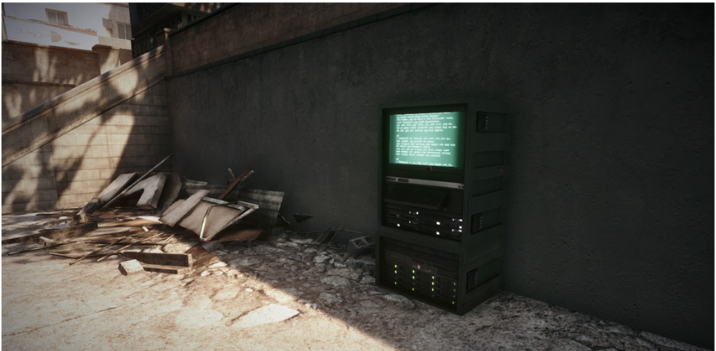
Deployment Area Assets

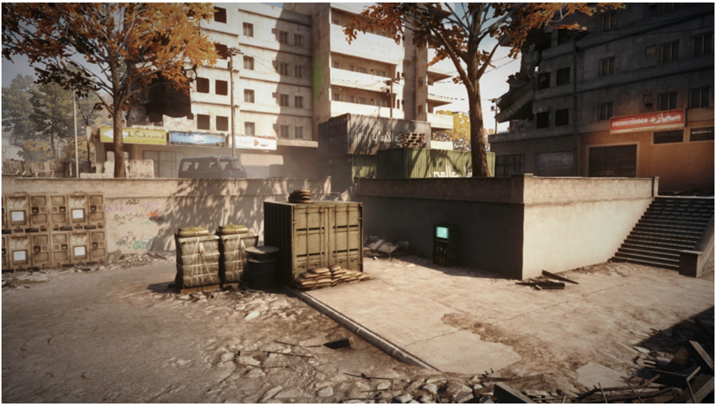
Name	T-90A	9M133 Kornet Launcher
Quantity	1	1
Respawn Time	50 sec.	10 sec.

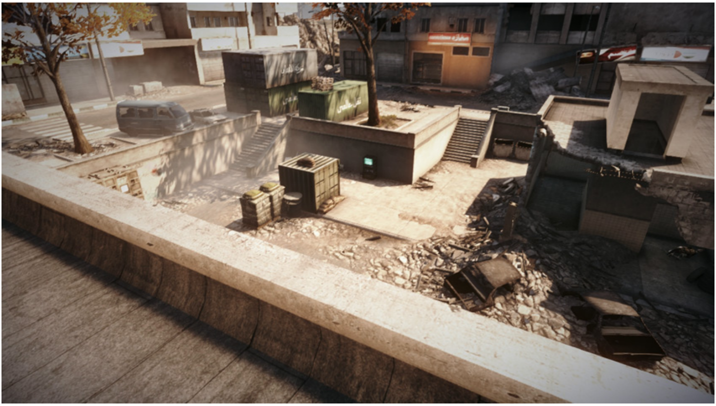
Unlike most initial phases during Rush matches, the RU defenders have a good chance of securing both objectives before the US attackers arrive. Deploying from the nearby Market to the south defenders spawning here still need to sprint north to establish their defenses. Rush to secure the buildings on the north side of the City Entrance and engage the attackers as they trickle into the city—the goal is to prevent the US team from gaining a solid foothold within the city. It's a good idea to utilize squad spawning and Radio Beacons to maintain a presence close to the objectives. Meanwhile, get the T-90A into the action by positioning it along the road west of M-COM Station B. From here, the T-90A can ambush the US team's M1 Abrams and Phoenix as they race into the city from the north. But make sure the T-90A is supported by a dedicated group of engineers ready to perform repairs. While blocking the US team from entering the city is a good strategy, keep at least one squad posted around each objective to counter breakthrough attacks by US infantry.

M-COM Station A









M-COM Station A is located in the small plaza at the City Entrance. Given the exposed nature of this objective, the US attackers must thoroughly secure the surrounding area before attempting to set a charge. The buildings to the south and west are popular overwatch positions for defenders—even the rooftops of these buildings are accessible and give defenders a great vantage point. Vehicles can approach the objective from the streets to the west and south, or from the wide staircase to the north. Defending engineers should consider mining the area around the objective as well as manning the Kornet launcher directly to the south. If infantry attacks fail, the US team may need to rely on their M1 Abrams to overwhelm the defenders here by bombarding the surrounding buildings. At the very least, the M1 Abrams can serve as a deterrent, giving infantry just enough time to rush in and set a charge. Whether arming or disarming a charge here, deploy smoke on the objective for some added concealment amidst the chaos.

M-COM Station B

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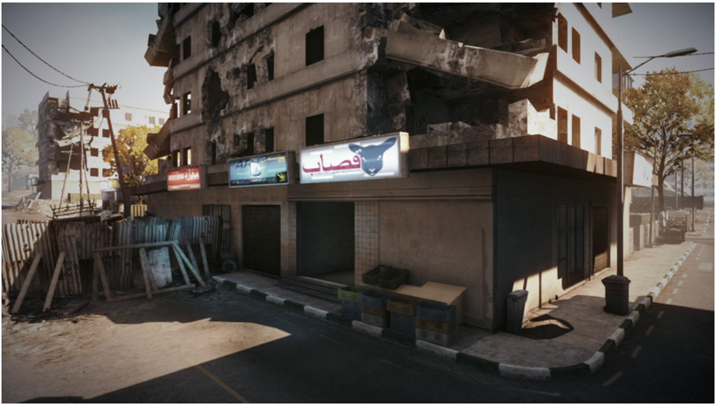
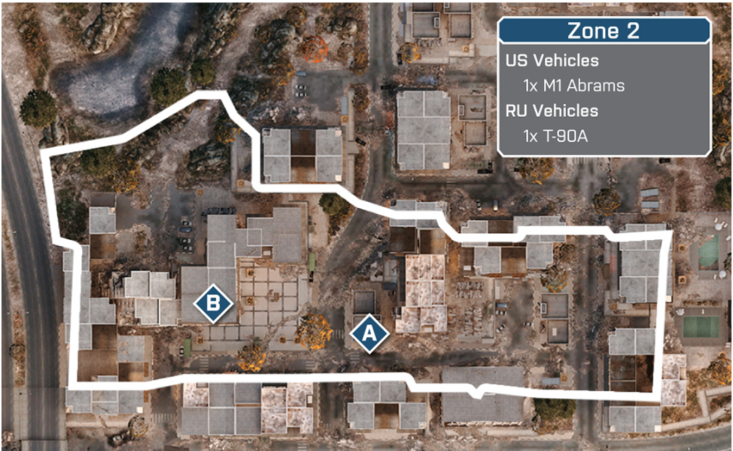
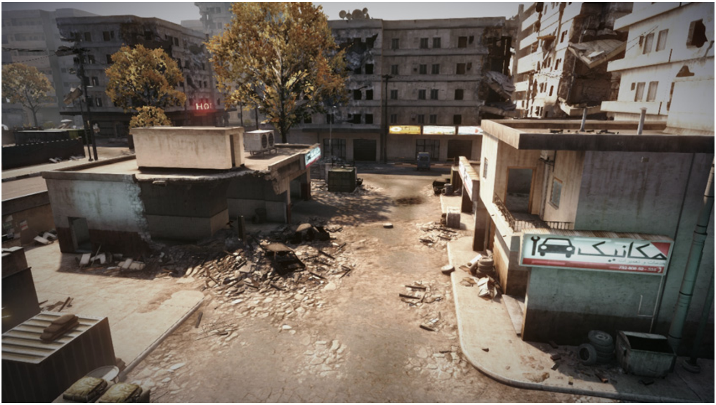


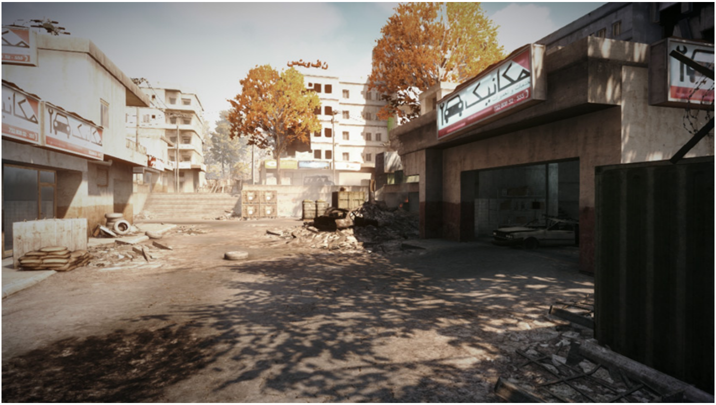
Located on the ground floor of an apartment building to the west of the City Entrance, M-COM Station B is a tough objective to attack and defend, and attempts often lead to heavy casualties for both sides. There are only two entry points into this building: on the east and west sides. For the attackers, the western entrance is the safest route, as it allows infantry to approach the objective from within the building's interior. However, expect heavy close-quarter fighting while pushing through the narrow corridors and doorways—PDWs, shotguns, and grenades dominate here. The eastern entrance is only accessible through a narrow alley. Attackers should approach from this side only when attempting to encircle the defenders in a pincer maneuver, hitting them simultaneously from the east and west. Like the attackers, the defenders should rely on close-quarter weapons as well as booby traps and T-UGS motion sensors. It's also important to constantly monitor the western entrance and eastern alley, preventing the attackers from gaining entry.

Zone 2: Downtown



US Deployment





Deployment Area Assets

Name	M1 Abrams
Quantity	1
Respawn Time	30 sec.

After taking out the first set of objectives, the US deployment area shifts to the City Entrance. While all infantry spawn at the City Entrance, the M1 Abrams still spawns back at the original deployment area to the north. Access this vehicle directly from the spawn screen instead of hiking back to the previous area. The next objectives are located at the Downtown area to the west. Instead of making a beeline for the M-COM station, establish a presence in the Market to south, and deploy Radio Beacons to maintain a spawn point in this area. From the Market, it's easy to sneak up on M-COM Station A and flank it from the east. Flank attacks are also effective against M-COM Station B. Instead of sprinting across the exposed plaza, sneak in from the west side and secure the surrounding storefronts before attempting to set a charge. While infantry fight for control around both objectives, get the M1 Abrams into the fight by approaching the Downtown from the east—this is a great way to flank the RU team's T-90A, which is usually posted in the street between the objectives.

RU Deployment

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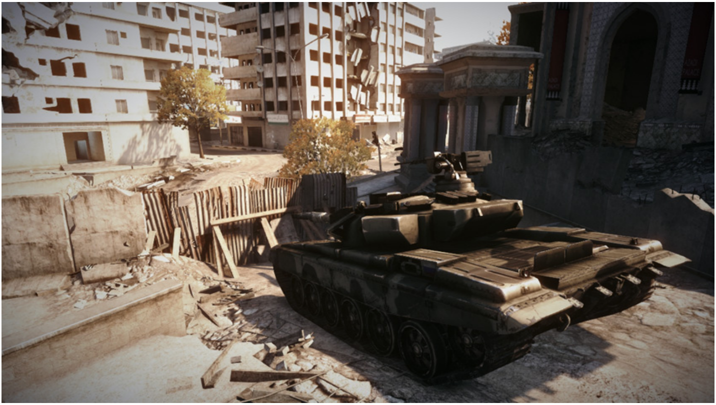

Deployment Area Assets

Name	T-90A
Quantity	1
Respawn Time	50 sec.

Following the loss of the objectives at the City Entrance, the RU team deploys in the street north of the Palace in preparation for the next phase of the battle. At the start of this phase, the RU team gets a few extra seconds to make their defensive preparations before the US team can enter the Downtown area. Use this time to rush troops to each objective. Given its close proximity to the US deployment area at the City Entrance, M-COM Station A is likely to come under attack first. So move infantry into the surrounding buildings and watch for enemy movement in the Market to the east. Meanwhile, secure the plaza where M-COM Station B is located by occupying the surrounding storefronts. Position the T-90A in the street between the two objectives. From here it can cover the northern approach (most likely traveled by the M1 Abrams) as well as respond to attacks on either objective. Engineers must support the T-90A by performing repairs and attacking the M1 Abrams with rocket launchers and mines. Keeping the T-90A in the fight is the key to holding out for a victory here.

M-COM Station A

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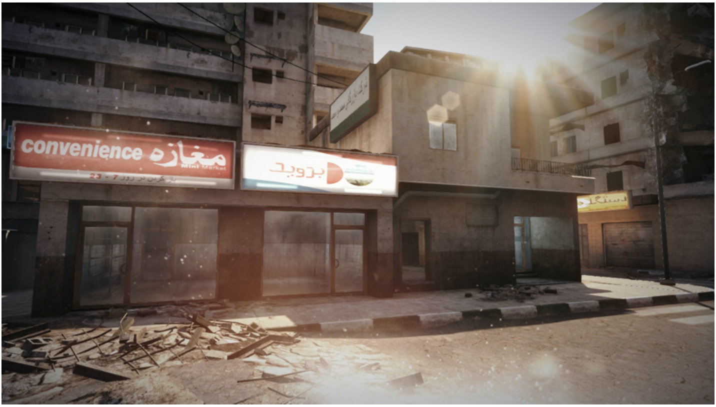
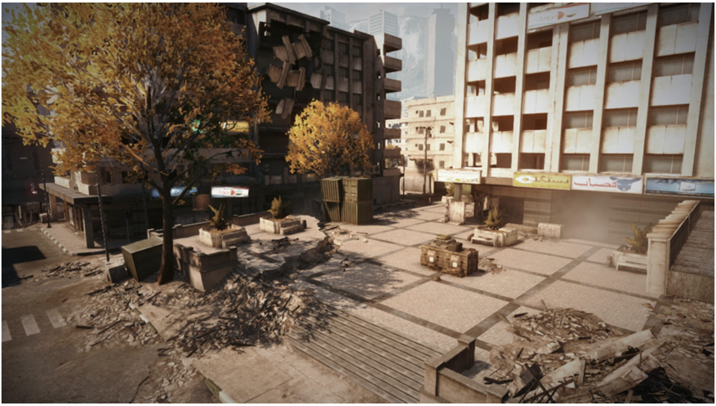


M-COM Station A is housed within the ground floor of a residence across the street from the Downtown plaza. The US attackers are likely to advance against this objective first at the start of this phase, so the RU defenders must act quickly to secure this location. The building can be accessed via doorways on the western and eastern sides. Initially, US troops are likely to approach from the eastern alley, so defending troops should cover this side, perhaps extending patrols into the Market to the east as well. But as the battle progresses, defenders should also watch for opponents approaching from the street on the west side. When arming or disarming this objective, always stay on the east side and use the actual M-COM station for cover. The glass doorway to the west leaves the objective completely exposed to opponents positioned in the plaza across the street.

M-COM Station B



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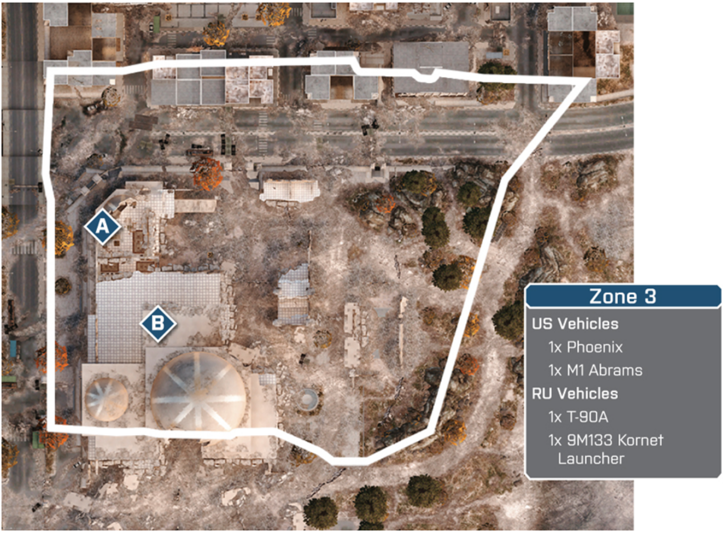
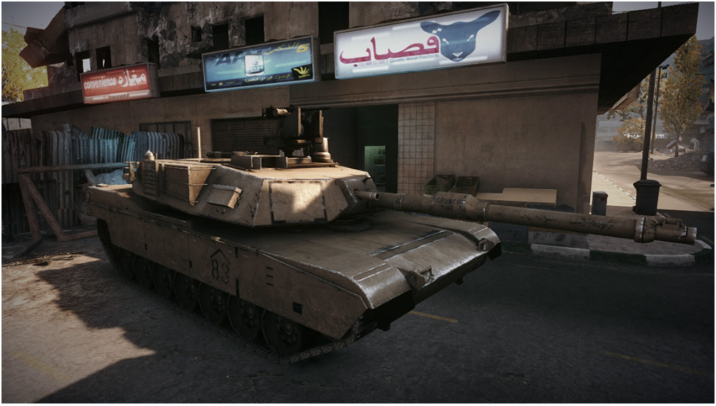
This objective is located inside the small abandoned hookah bar on the west side of the plaza. For the attackers, the biggest danger here is crossing the open plaza from the east. However, the north and west sides of the Downtown area are completely open, and they allow for safer flanking attacks. It's best to approach from the north side, cutting through the narrow alley adjacent to the hookah bar—always toss a grenade through the window before entering to detonate any booby traps left behind by defenders. While flanking attacks from the north or west aren't common, defenders should prepare for the possibility—place T-UGS motion sensors in the alley north of the objective to detect enemy movement in this area. Otherwise, M-COM Station B is relatively easy to defend. Position troops in the hookah bar and in the storefront on the north side of the plaza to catch attackers in a deadly crossfire.

Zone 3: Azadi Palace



US Deployment



Deployment Area Assets

Name	Phoenix	M1 Abrams
Quantity	1	1
Respawn Time	30 sec.	30 sec.

In this phase of the battle, the US team deploys from Downtown in preparation for their assault on the objectives at Azadi Palace to the south. The US team maintains access to an M1 Abrams that spawns in the street to the north, as well as a Phoenix that deploys from the street near the Marker to the east—both vehicles can be accessed directly from the spawn screen. Since both objectives are located on the second floor of the Palace, the vehicles play a limited role during this phase. However, their weapons can come in handy for securing the street on the north side of the Palace allowing troops to cross without getting picked off by defenders. As usual, the M1 Abrams should prioritize hunting down and destroying the RU team's T-90A. If positioned near the Outpost to the east, the M1 Abrams can shell the Palace from a safe distance. Just watch out for incoming fire from the Kornet launcher posted on the east side of the Palace. While the M1 Abrams and Phoenix provide covering fire, infantry should rush into the Palace and secure a foothold in the north wing before making a move on either objective upstairs.

RU Deployment

Deployment Area Assets		
Name	**T-90A**	**9M133 Kornet Launcher**
Quantity	1	1
Respawn Time	50 sec.	10 sec.

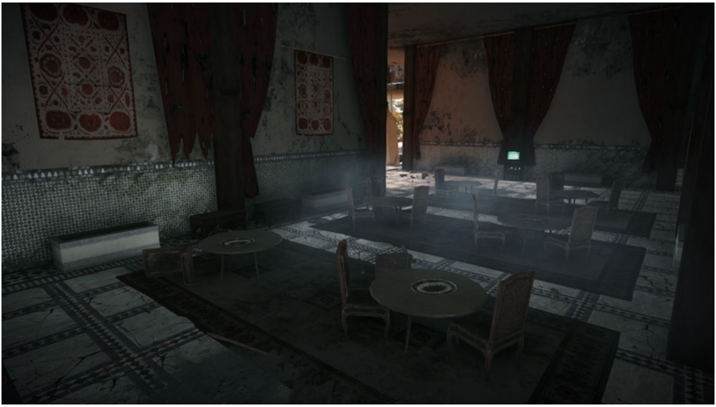
The Palace is by far the RU team's most defensible position in this battle. Defenders have a good chance of holding out here for a win. Deploying from the heavily damaged south side of the Palace near the Main Floor, defending troops have just enough time to rush upstairs and secure the objectives before the US attackers arrive. Ideally, all that the RU team needs to do is defend the second floor. This means covering all stairways and ramps. The fighting on the second floor often takes place at close and intermediate ranges, so choose your weapons accordingly. The T-90A isn't of much use when it comes to defending the objectives, but it can still help secure the Palace. Position it in the street on the north side of the Palace and use its weapons to engage opponents rushing in from Downtown—this street offers long sight lines, so the tank's machine guns can pick off infantry from long range. The T-90A is also the best tool for countering the US team's M1 Abrams and Phoenix.

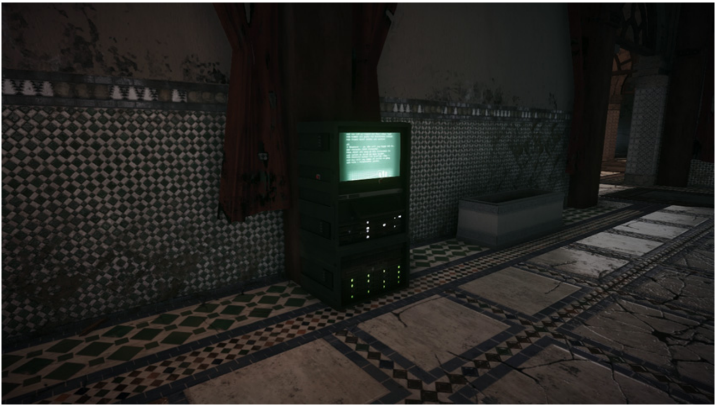
M-COM Station A

AZADI PALACE
Floor 3
No visitor access
Floor 2
Exhibition Room A
Restaurant
Main Floor
Reception
Wardrobe
Lobby

M-COM Station A is located in the Senate room, on the second floor of the Palace's north wing. The objective is positioned against a wall in this small room, which is accessible only by infantry. Therefore, expect most fighting here to take place at close range—PDWs and shotguns are well suited for these point-blank engagements. This room can be accessed only through three points: the large exterior staircase to the east, the narrow interior staircase to the south, and the arched doorway to the south. One squad can adequately cover all three entry points, if assisted by a T-UGS motion sensor and Claymores. When attacking here, avoid the staircases and advance from the restaurant to the south, which is also on the second floor. Attacking through the arched doorway to the south is much safer than trudging up the stairs. Toss grenades and fire rockets through the doorway to soften up any defenders near the objective before entering the room.

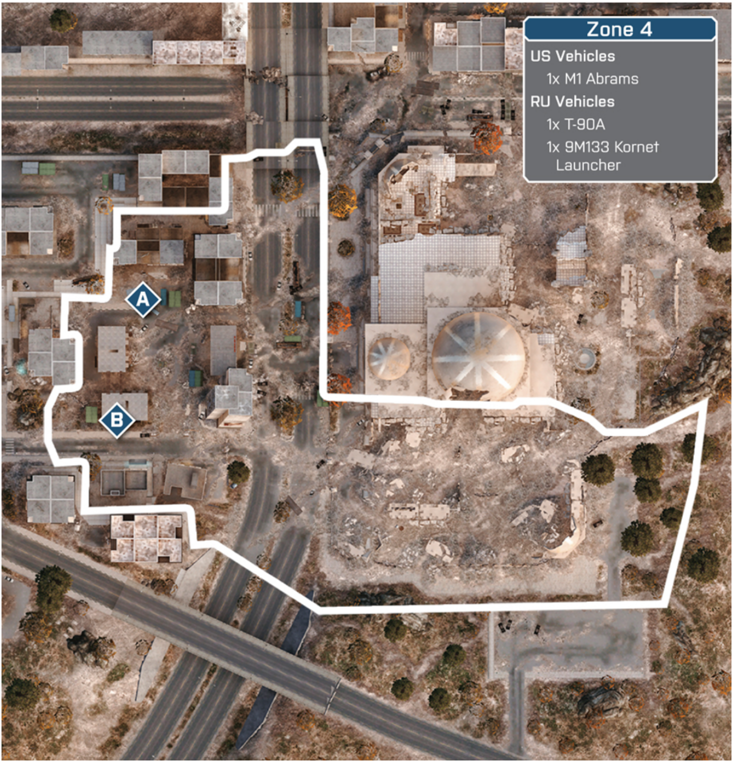
M-COM Station B





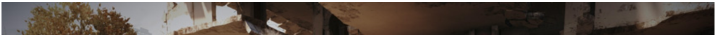
Located only a few meters south of M-COM Station A, this objective is positioned on the Palace's second floor restaurant. Like the Senate room, the key to defending the restaurant is locking down the various staircases and ramps leading to the second floor. The earthquake has collapsed a large portion of the Palace's eastern wing, leaving a long piece of floor to serve as a ramp on the east side—this ramp is the most direct approach to the restaurant. Instead of looking for the quickest way to reach the objective, attackers should exploit areas of the Palace that the defenders have overlooked, such as the large staircase at the Main Floor, to the south, or the various internal staircases, like the one to the north. But simply gaining access to the second floor is only part of challenge. Once inside the Palace, expect stiff resistance around the objective—Laser Sights and Tactical Lights are ideal for blinding opponents in the dimly lit restaurant and adjoining corridors.

Zone 4: Construction Site



US Deployment

AZADI PALACE



Deployment Area Assets

Name	M1 Abrams
Quantity	1
Respawn Time	30 sec.

Victory is close at hand for the US team at the start of this phase. But don't celebrate just yet—two more M-COM stations await at the Construction Site to the west. In this final phase, the US team deploys from the Palace along with one M1 Abrams that spawns on the east side near the fountain. Unlike the previous phase, the M1 Abrams once again plays a pivotal role in attacking the objectives. Before the US team's infantry can reach the Construction Site, they must first cross the street on the west side of the Palace. Use the M1 Abrams to aid in this crossing by providing covering fire and countering the RU team's T-90A. Once across the street, the US attackers should establish a presence on the north and south sides of the Construction Sites, and use squad spawning and Radio Beacons to apply consistent pressure against each objective. Driving the M1 Abrams into the center of the Construction Site can serve as a distraction, but don't expect it to last long. Still, the M1 Abrams may create just enough chaos to give infantry the opportunity they need to set charges on both objectives.

RU Deployment

نقل عالمی
CR>MP
CR>MP

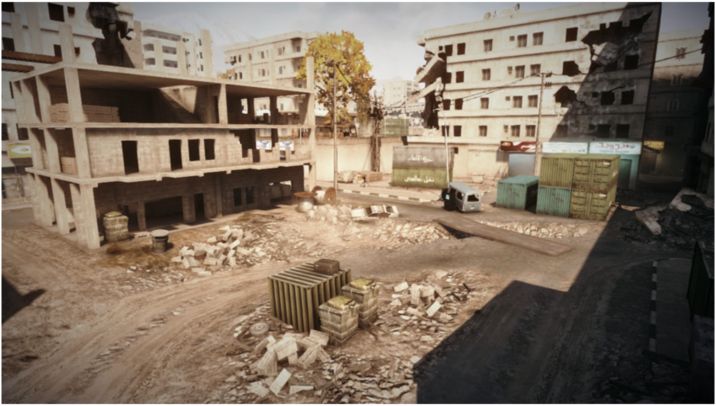
JAGER OIL CORP.
JAGER OIL CORP.
مکانیک
مکانیک
convenience مغازه

Deployment Area Assets

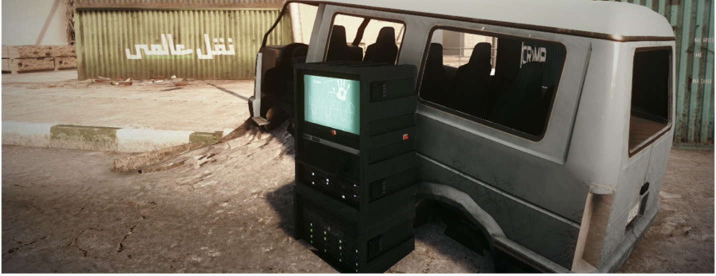
Name	T-90A	9M133 Kornet Launcher
Quantity	1	1
Respawn Time	50 sec.	10 sec.

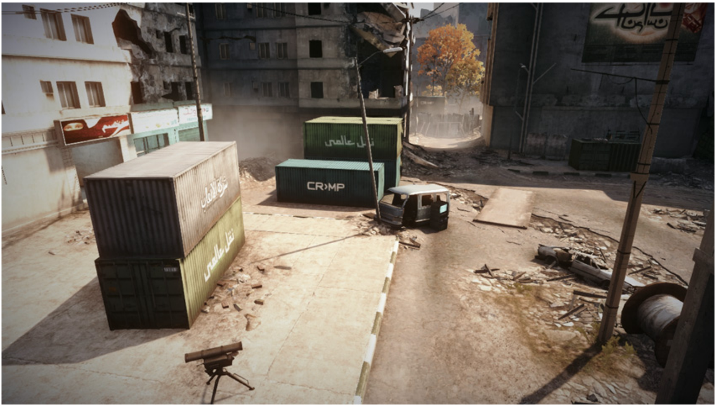
Defending the objectives at the Construction Site is the last chance the RU team has at holding out for a win in this battle. Fortunately, the defenders have a few extra seconds to get into position before the US team arrives. Use this time wisely and take up positions in the two partially constructed buildings on the west side of the site. The upper floors of these buildings offer a great view of the area. Place Radio Beacons on the second and third floors of these buildings to give your team a spawn point close to the objectives. In addition to covering the objectives, take the fight into the street to the east, intercepting the attackers before they can get a foothold at the Construction Site. The T-90A is particularly effective when positioned along this street—use its devastating weapons to ambush enemy troops and the M1 Abrams as they exit the Palace. Pinning the attackers at the Palace is a great way to kill the US team's momentum. But when laying siege to the Palace, make sure at least two squads stay back and guard the two M-COM stations.

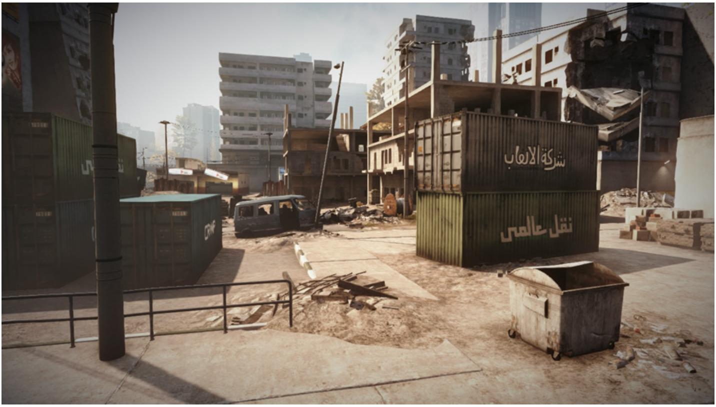
M-COM Station A



شركة الالعاب
TRAVEL AGENCY



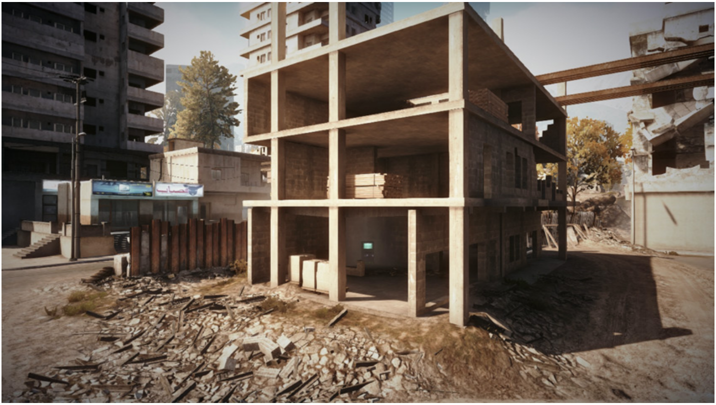


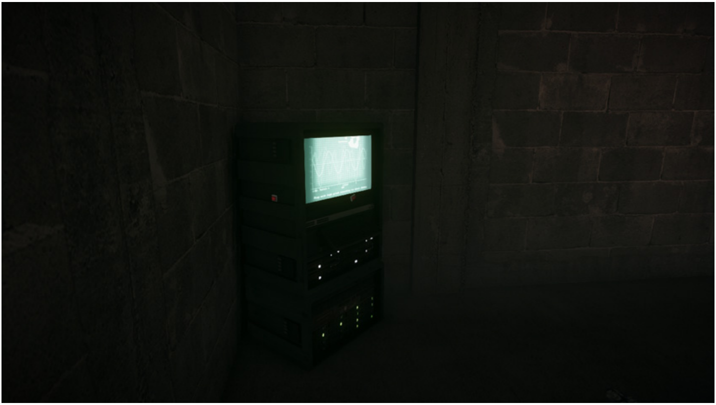


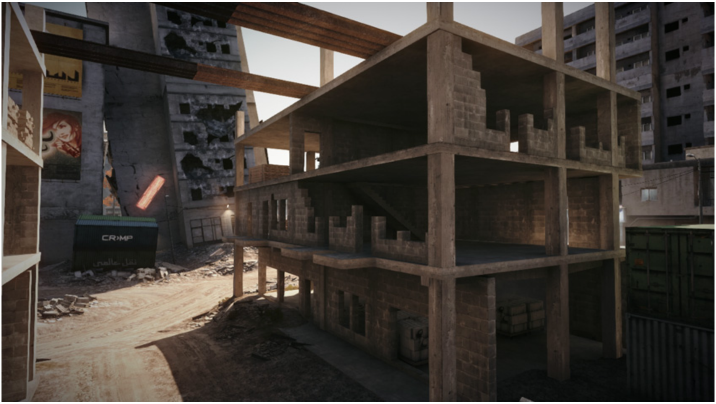
Propped against a wrecked van in the middle of the Construction Site, M-COM Station A is very exposed. So before the US attackers even consider approaching it, they should sweep the two buildings to the west. The upper floors of these two buildings offer clear sight lines of the objective, allowing defending sharpshooters to pick off anyone tampering with the M-

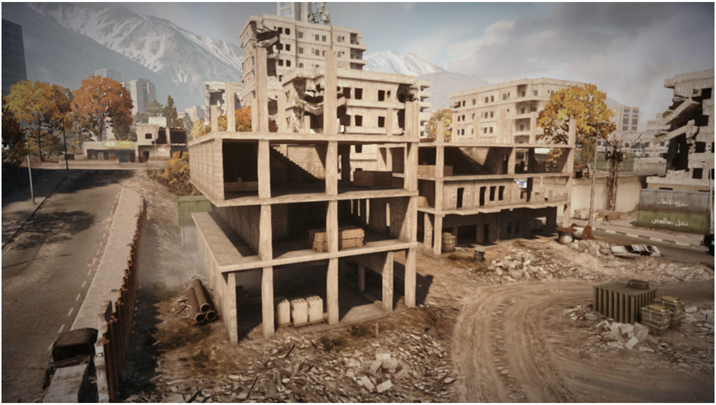
COM station. By clearing out these two buildings, the attackers not only eliminate defenders, but they also gain a solid foothold in the Construction Site—immediately deploy Radio Beacons to maintain spawn points in the area. Given the exposed nature of this objective, also deploy smoke whether you're attempting to arm or disarm a charge. Alternately, park a tank right next to the objective to provide some cover; use it as a mobile wall of steel. However, when driving a tank in this area, be mindful of the nearby Kornet launcher—don't expose your tank's weak rear armor to this stationary weapon.

M-COM Station B



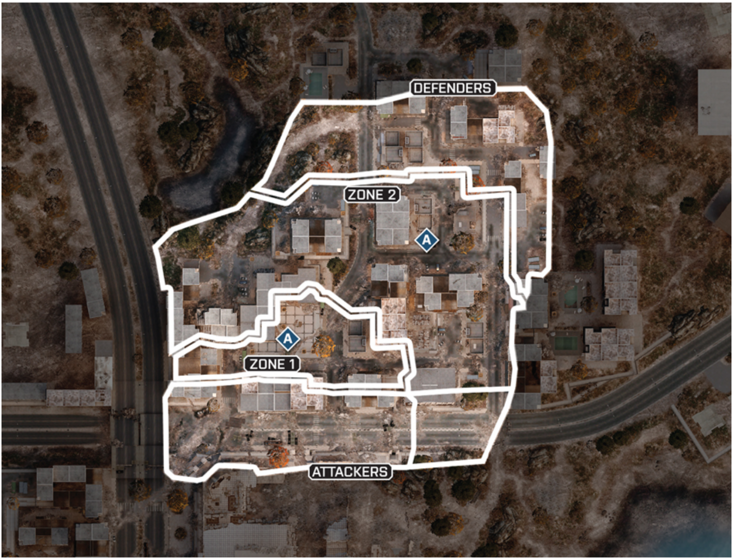






M-COM Station B is housed within in the partially constructed building on the south side of the Construction Site. Although the objective is somewhat sheltered, its position on the first floor makes it extremely vulnerable to attacks. Attackers slipping in from the south can often sneak up on this objective without being detected. Even defenders posted on the upper floors of these two buildings won't be able to detect enemy movement down here. Therefore, the RU defenders should place T-UGS motion sensors around the objective so they can respond to such incursions. Due to the building's lack of perimeter walls, the objective can also be monitored from multiple angles—infantry positioned on the north side of the Construction Site can easily pick off opponents tampering with the objective. So if smoke is available, deploy it on the objective before arming or disarming a charge to avoid getting hit from long range.

Squad Rush



Click here for interactive maps

In both phases of this small-scale Rush battle, the defending squad has the definitive upper hand because they are capable of watching both objectives from a variety of top-notch overwatch positions. As a result, the attacking squad must forget about attempting a frontal assault and look for opportunities to flank. As in any Squad Rush match, gathering intel is crucial for both squads, so be ready to deploy T-UGS motion sensors and MAVs to detect your opponents and direct squad mates. Given the long sight lines at the Downtown plaza, both assault and sniper rifles are effective during the first phase. But when the battle shifts to the City Entrance, consider downsizing to carbines and PDWs.

Zone 1

TRAVEL AGENT

convenience

Positioned in the center of the Downtown plaza, the first objective is completely exposed, which poses a serious challenge for the attacking squad. All the defending squad has to do here is camp the objective and wait for the attackers to show up. There are several great overwatch positions on the perimeter of the plaza, including the storefronts to the north and west, as well as the rooftop across the street to the east. Take up positions at each spot to catch the attackers in a deadly crossfire. When attacking here, steer clear of the plaza until you can establish a foothold nearby, preferably within the building to the east. Securing this building not only allows you to take advantage of the rooftop overwatch position, but also the interior is a great spot to deploy a Radio Beacon to give your team a spawn point across the street from the objective. Use this building as a forward base while hunting down the remaining defenders, who are most likely hiding in the storefronts.

Zone 2

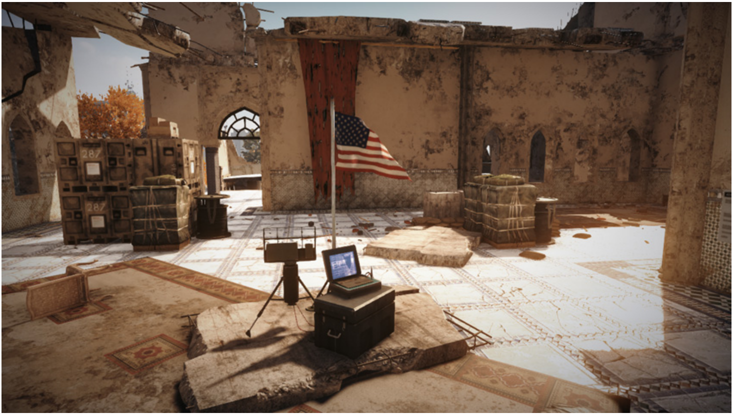
مکانیک
convenience
مغازه

The second M-COM station is located near the City Entrance, positioned next to a large, green shipping container. The area around this objective offers a bit more cover for the attacking team. However, look for opportunities to take the defending squad by surprise. Instead of attacking from the south, flank the City Entrance from the north or west. The defending squad has the best line of sight on this objective from the two rooftops to the north and east. So infiltrate these two buildings and clear them out before making a move on the objective. If you don't, you run the risk of walking into the defending squad's trap. To prevent such flanking attacks, the defending squad should rely on T-UGS motion sensors or a MAV to detect the attacking squad before it's too late.

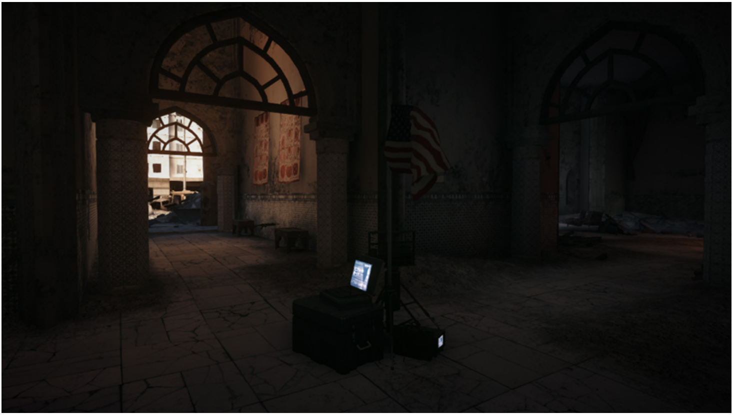
Scavenger

Click here for interactive maps

Flag A



Flag B



Flag C

Flag D

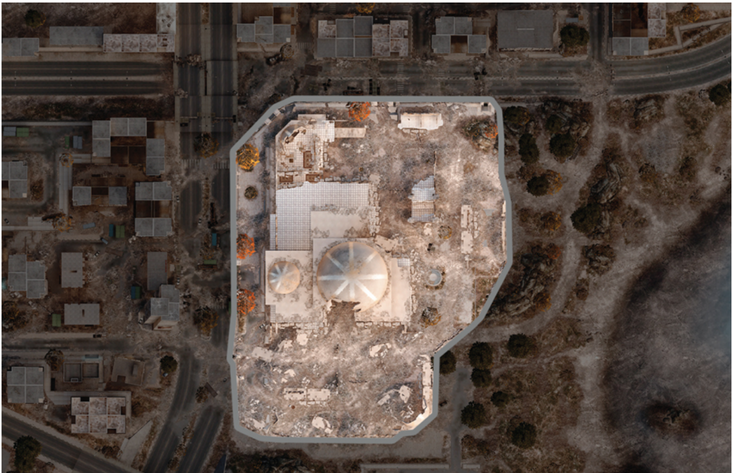
Flag E

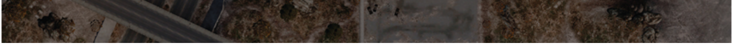
AZADI PALACE

Ammo Crate

During this game mode, the action is restricted to the area around the Palace. Like any Conquest match, the goal here is to capture and hold as many flags as possible while scouring the map for weapons. Your team can impose a drain on the opposing team's ticket count by holding three or more flags. Since most of the map's level 2 and 3 weapons are located on the second floor of the palace, it's a good idea to center your team's defenses around flags B and D. Flag C, on the first floor the palace, is another worthwhile position to hold. By consolidating your forces at flags B, C, and D, you create a strong line of defense along the west side of the map. However, if you're looking to secure the ammo crate, it's a good idea to make a move for flag A as well. The ammo crate, west of flag A, sees plenty of traffic; it's a popular ambush point. So exercise caution when moving through this area. Sometimes you're better off grabbing a new weapon than trying to secure fresh magazines.

Gun Master

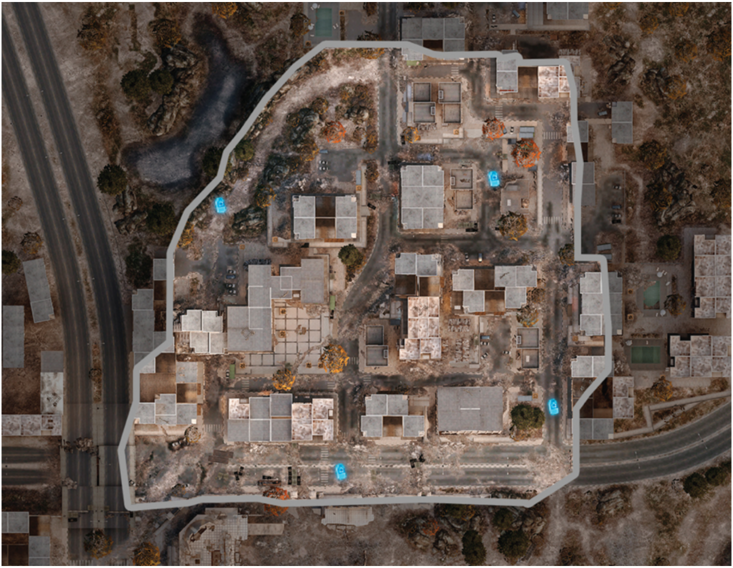




Click here for interactive maps

As in Scavenger mode, the action in Gun Master takes place at Azadi Palace, which offers a wide mix of interior and outdoor environments in a relatively compact area. When starting the match with pistols, any area of the map is suitable to score your first kills, including the Palace's rubble-filled grounds outside. But as the match progresses and opponents gain access to more powerful weapons, consider moving indoors, particularly once you graduate to PDWs and shotguns—the dark, narrow corridors on the Palace's first floor are ideal for these close-quarter weapons. Take the fight upstairs when you gain access to carbines and assault rifles. The larger rooms and wider corridors on the second floor give you more opportunities to engage opponents at intermediate ranges. When it's time to bring out the sniper rifles, consider moving outdoors, preferably along the east side of the Palace to pick off opponents running around the middle of the map. The second floor promenade overlooking the Main Floor is also a good spot to score some long-range kills. Finally, return to the first-floor corridors when you're tasked with scoring kills with explosives and the knife—the cramped, dim halls make it relatively easy to sneak up on opponents. Just make sure a teammate is nearby to watch your back.

Squad Deathmatch



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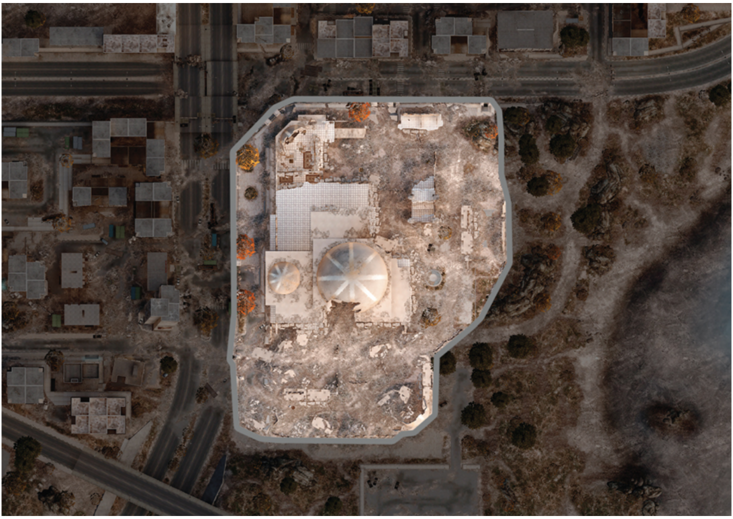
In this game mode, the fighting is centered around the north side of the city, forcing squads to traverse the debris-strewn streets and alleyways in search of prey. In the majority of matches, the fighting gravitates toward the Downtown area and nearby plaza. Depending on your squad's skill level and comfort in a chaotic environment, the Downtown area may be a good place to avoid. Instead, patrol the area on the east side of the map, moving between the City Entrance and Market. There are several accessible buildings in this area that your squad can use as a miniature base. If you prefer to stay in one spot, consider holing up in one of these buildings and ambushing enemy squads as they pass nearby. The four potential IFV spawn points are located on the perimeter of the map, with two on the north side and two on the south side. If your squad manages to get access to an IFV, avoid charging through the city's center. Instead, stick to the streets along the perimeter of the map. The street on the south side of the map offers some long sight lines where the IFV's weapons are very effective. Just keep your distance from enemy squads to avoid getting hammered by incoming rockets or C4.

Team Deathmatch



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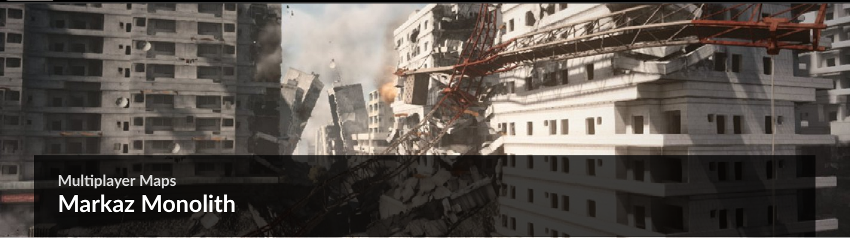
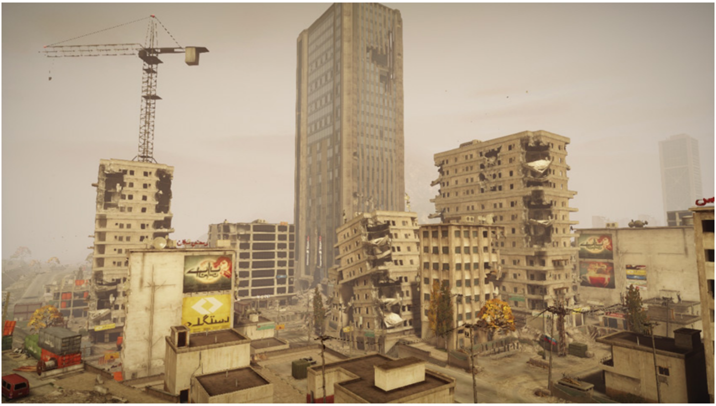
Like Scavenger and Gun Master, Team Deathmatch takes place entirely at Azadi Palace, and the locale always leads to some truly chaotic gun battles as both teams fight for dominance. The presence of a massive two-story structure often drives most players indoors. As a result, the interior gets crowded very fast, with bullets whizzing through corridors and grenades detonating all over the place. This is particularly true on the ground floor, where constant movement is necessary if you wish to stay alive longer than a few seconds. Coordinated teams have a better chance of making a stand on the second floor, where the rooms and corridors are larger and much easier to defend. The Senate room, on the north side, is one of the most popular defensive positions. With only three access points consisting of two staircases and one doorway, a handful of teammates can lock down this room with little trouble, and ambush opponents as they wander within sight. If you prefer to avoid the chaos inside the Palace, the rubble along the structure's perimeter offers decent cover and concealment. Consider posting up on the Palace's east side and engaging opponents racing about the exposed second floor, near the restaurant. But don't stay in one spot for more than a few seconds unless you want to donate your dog tags to a knife-wielding foe.



Multiplayer Maps

Markaz Monolith

Markaz Monolith

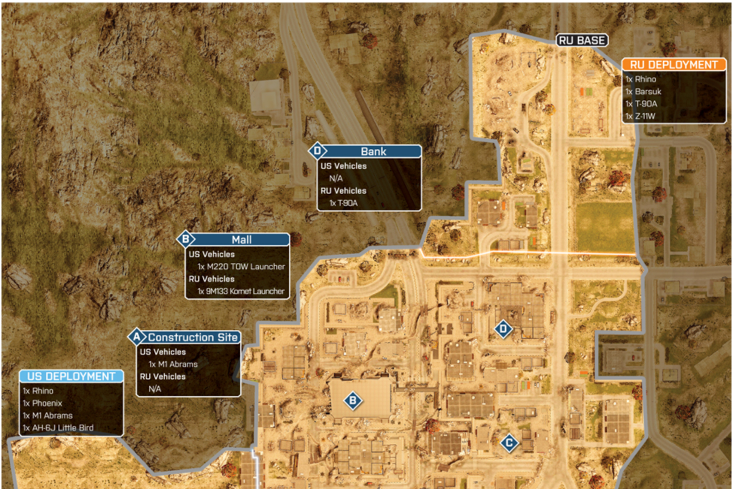


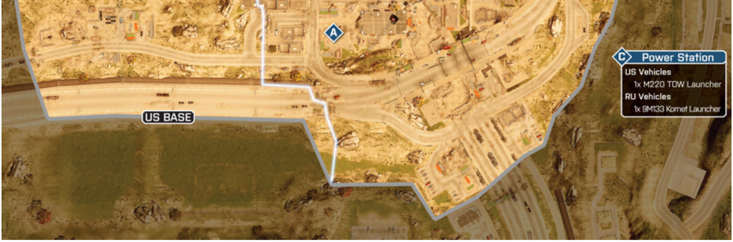
KKO
HOTEL
Supernova
مرکز سوپرنوا

Supernova
مرکز سوپرنوا

convenience مغازه

Conquest

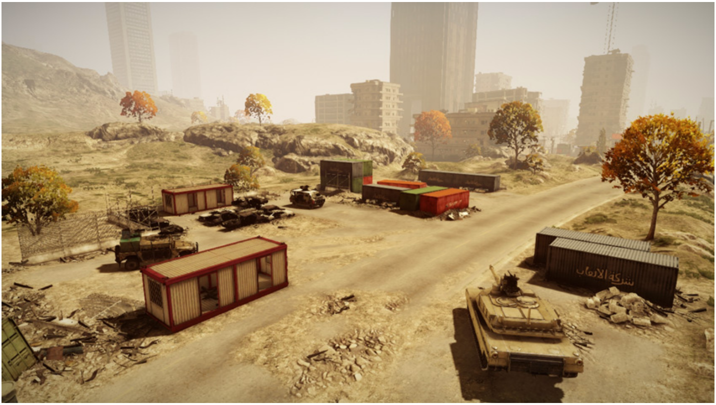




Click here for interactive maps

This once-bustling commercial district is now the site of an intense conflict, with the US team pushing in from the southwest while the RU team advances from the northeast. With only four flags up for grabs, the battle can sometimes result in a stalemate, with the US controlling the Construction Site (A) and Mall (B) on the west side and the RU team holding the Power Station (C) and Bank (D) on the east side. To avoid a grinding battle of attrition, both sides should attempt to capture and hold a minimum of three flags to initiate a drain on the opposing team's ticket count. While there are plenty vehicles available on this map, the heavy lifting is usually accomplished by infantry given the flag placement and difficult, urban terrain. At any given time there can be up to four tanks roaming these city streets, so squads from both sides should field a few engineers to counter these threats. The scout helicopters are most effective as troop transports, particularly during the opening moments of the match. But these helicopters can also help knock out enemy tanks, particularly if armed with Guided Missiles.

US Base

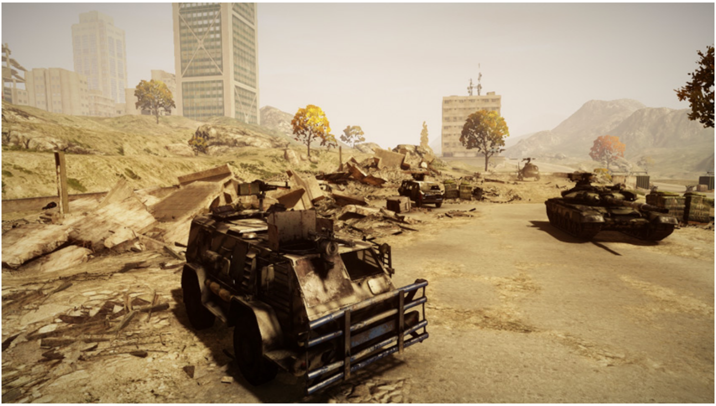


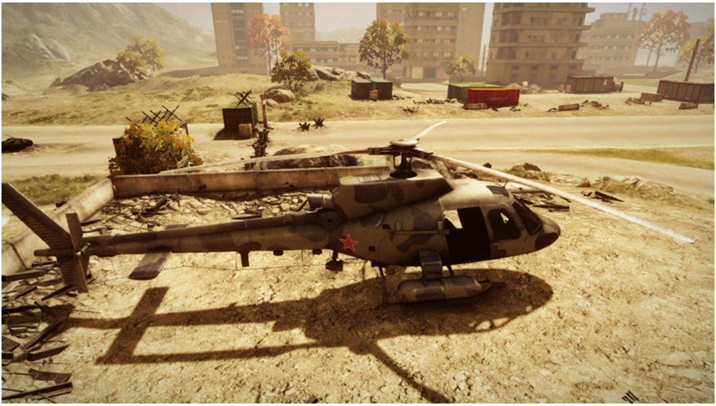
Base Assets

Name	Rhino	Phoenix	M1 Abrams	AH-6J Little Bird
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	40 sec.	50 sec.

The US team deploys from the southwest corner of the map, on the city's outskirts. When starting the match here, utilize every passenger seat in the four vehicles to transport troops into the city's center. Use the Rhino and Phoenix to rush the Construction Site (A) and Mall (B) while the AH-6J flies troops to the distant Power Station (C). If your team can lock down three control points at the start of the battle, you can assume a defensive posture and simply guard those flags for the remainder of the match while bleeding the RU team's ticket count. While the US Base is off limits to the RU team's ground forces, watch for attacks by their Z-11W scout helicopter. This location spawns the bulk of the US team's vehicles making them tempting strafing targets for enemy pilots. The machine guns mounted on the Phoenix, Rhino, and M1 Abrams are all capable of dishing out some damage against these airborne threats. But engineers armed with Stinger missiles are even more effective for deterring such attacks.

RU Base

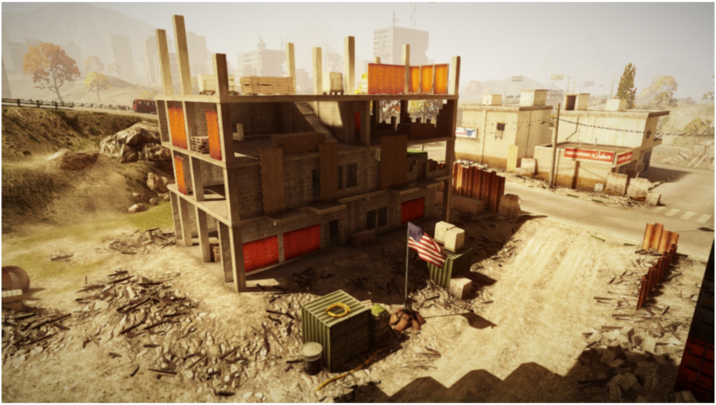


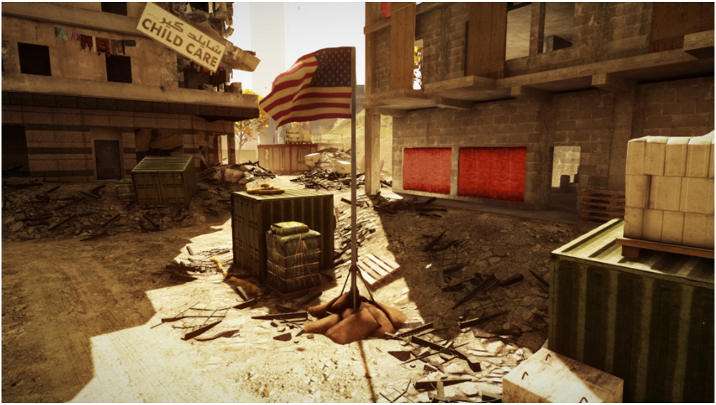


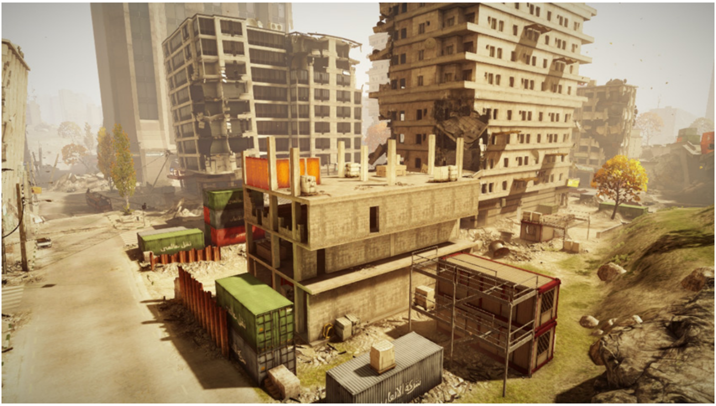
Base Assets				
Name	**Rhino**	**Barsuk**	**T-90A**	**Z-11W**
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	40 sec.	50 sec.

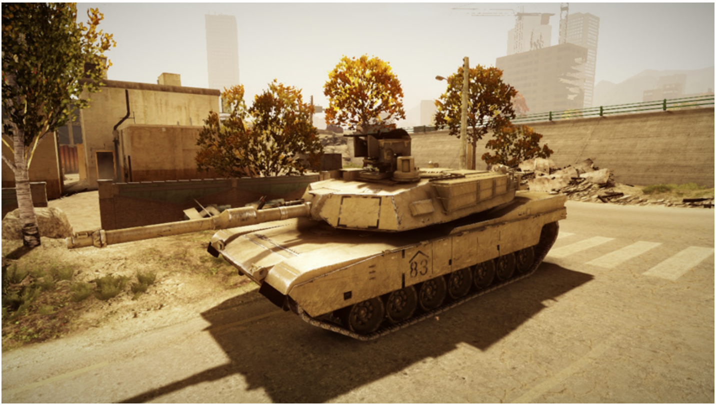
The RU team's base is located in the northeast corner of the map and spawns a wide mix of vehicles that are ideal for rushing neutral control points at the start of the match. Like the US team, the RU team must make the most of their vehicle occupancies to transport the team into the city. So don't race off into the city until all the seats in your vehicle are filled. The Rhino and Barsuk are perfect for moving troops to the Bank (D) and Power Station (C). Meanwhile, load the Z-11W scout helicopter with infantry and drop them off at the Mall (B) before the US team can take control of this critical control point. Given the large number of vehicles spawned at the RU Base, it's a potential target for US helicopter pilots. While it's not worthwhile to post defenders here full-time, be prepared for the possibility of strafing attacks when spawning here. Even with this looming threat, it's still important to deploy here so you can transport vehicles into the city, such as the T-90A. These vehicles won't do your team any good collecting dust back at your base, so make an effort to spawn here and move them to the front lines.

A: Construction Site







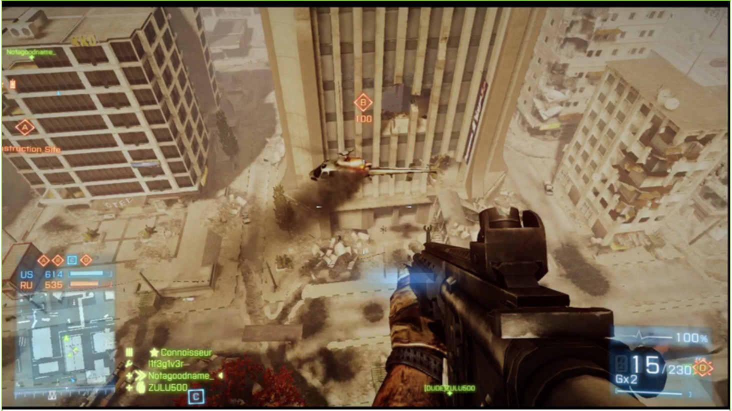


Control Point Assets

US Control	RU Control	Respawn Time
M1 Abrams (1)	–	50 sec.

Located only a few meters from the US Base on the west side of the map, the Construction Site (A) serves as a gateway into the city for the US team. Given its close proximity to the US Base, this control point is likely to be captured and controlled by the US team throughout the battle. But the US team shouldn't take this flag for granted since it produces an extra M1 Abrams that spawns in the street to the west—the control point produces no vehicles for the RU team. The flag here is positioned along a dirt road that cuts through the site, so it's easy for both infantry and vehicles to capture. The green, cube-shaped shipping containers flanking the flag offer plenty of cover for infantry. However, the partially constructed building on the south side of the flag is a popular hiding spot for defenders. So when attacking here, consider making a quick sweep of this structure before attempting to convert the flag. Recon troops should consider dropping a Radio Beacon inside this building in an effort to maintain a presence at this location, even if the flag falls into enemy hands.

Tip



Land a helicopter on one of the rooftops for an elevated vantage point overlooking objectives and the surrounding combat area.

B: Mall

Control Point Assets

US Control	RU Control	Respawn Time
M220 TOW Launcher (1)	9M133 Kornet Launcher (1)	10 sec.

The map gets its name for this monolithic shopping mall on the city's west side. This structure dwarfs all other buildings in the neighborhood, so it's easy to spot no matter where you are on the map. Unfortunately, the earthquake has heavily damaged this source of local pride, leaving gaping holes in each of the four perimeter walls. This makes it possible to access the building's interior from any direction. A makeshift dirt road has also been carved through the center of the building and it allows vehicle access from the north and west sides. With so many entry points, the flag, located on the ground floor, is easily accessed by infantry and vehicles. The capture radius of the flag is quite large, and even allows troops on the second floor promenade to capture and contest it. The second, third, and fourth floors of the structure are accessible to infantry. But damage to these floors restricts movement to the east side. Still, these elevated perches are ideal for monitoring enemy traffic around the flag below. So when attacking here, consider approaching from the exterior sky bridge on the east side of the building. The sky bridge leads directly to the second floor, allowing you to capture the flag without stepping onto the ground floor. In this mode, the Mall (B) produces only an anti-tank launcher located on the east side.

Note

Unlike the other structures on the map, the roof of the Mall (B) cannot be accessed by infantry. The structure towers above the playable ceiling accessible by helicopters. So if you're looking to snipe or base jump, you'll need to do it from the rooftops of the neighboring buildings.

C: Power Station

convenience

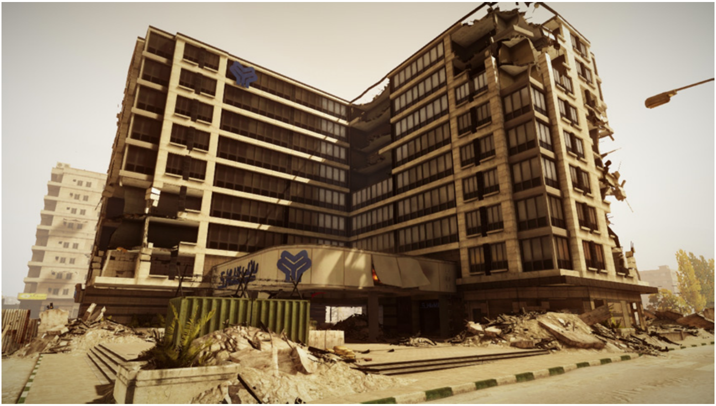
TRAVEL AGENT
TRAVEL AGENT
convenience

Control Point Assets

US Control	RU Control	Respawn Time
M220 TOW Launcher (1)	9M133 Kornet Launcher (1)	10 sec.

This makeshift electrical substation is located in the parking lot of an abandoned travel agency, along with the control point's flag. Only producing an anti-tank missile launcher for each team, this control point is sometimes overlooked. But with only four flags on the map, the Power Station (C) is always worth capturing and defending. The flag is somewhat exposed in the center of the parking lot, but the adjacent concrete blocks offer some cover for infantry—just stay low. The travel agency building on the east side of the parking lot offers even more protection for defenders monitoring the flag—consider hiding a Radio Beacon inside this building to give your squad a spawn point within the city's center. While infantry attacks can trickle in from all directions, vehicles can only access the flag from the southern street. To deter vehicle attacks, defending engineers should place mines on the south side of the parking lot. The TOW or Kornet launcher, located to the south, is also well positioned to counter vehicle attacks.

D: Bank



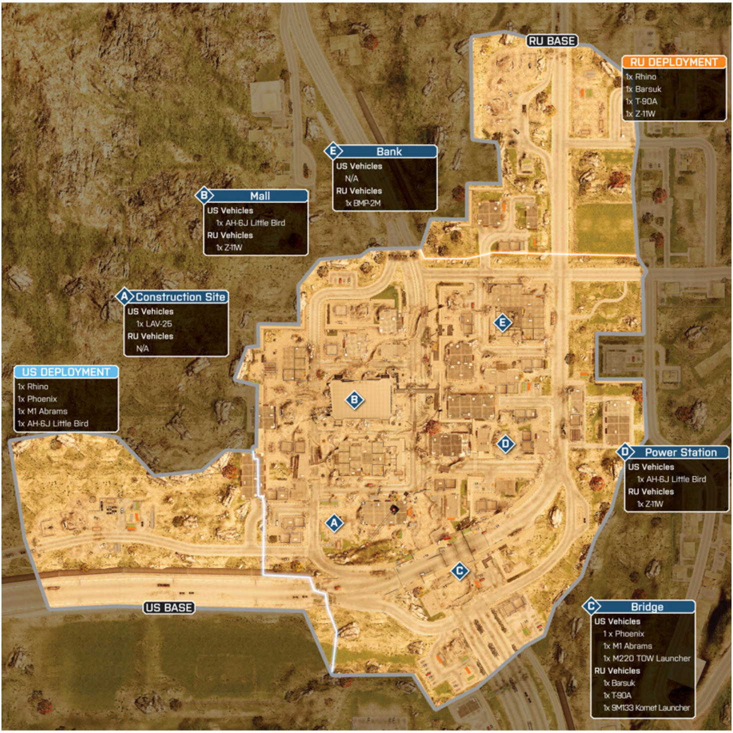
convenience
مغازه

Control Point Assets

US Control	RU Control	Respawn Time
–	T-90A	50 sec.

Directly south of the RU Base, the Bank (D) is always within the RU team's reach. As a result, the RU team is likely to capture and control this flag throughout the match. But the RU team can't be complacent and leave this control point undefended. The Bank (D) produces a T-90A tank (that spawns to the north) for the RU team, providing them with some heavy firepower that is ideal for locking down this location or assaulting nearby control points. The US team gains no assets by holding this control point. The flag is located in a covered entryway on the building's southwest corner. While it's possible for vehicles to drive into the cramped entryway, this flag is best captured by infantry. However, before rushing toward the flag, watch for defenders posted on the ring-like rooftop above. This small rooftop area can be accessed via ladders on the west and south sides. From this elevated position its possible to fire down on enemies gathered near the flag. This rooftop position is also an ideal sniper perch for recon troops monitoring the western and southern approaches.

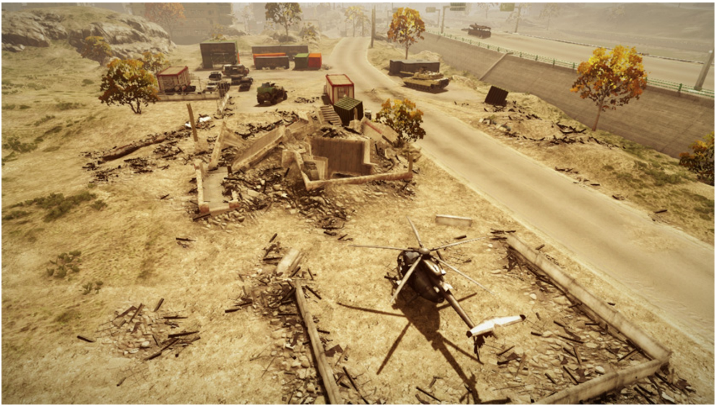
Conquest 64

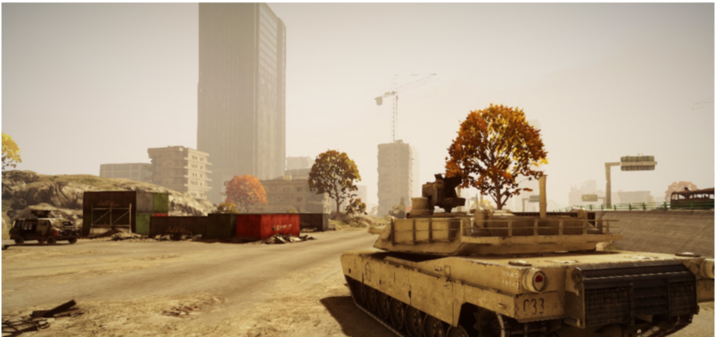


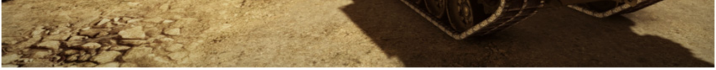
Click here for interactive maps

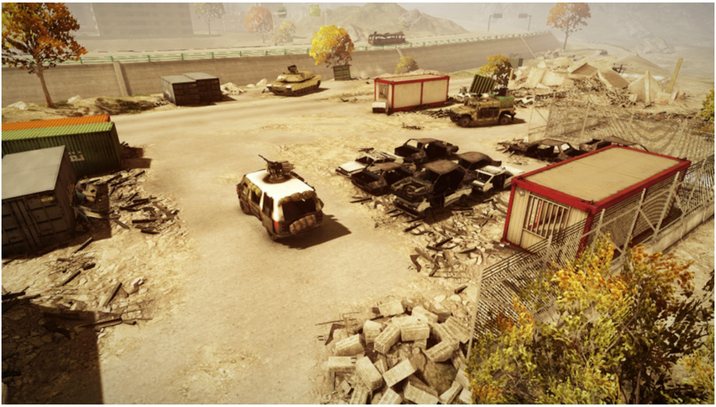
In this larger scale variant of Conquest the map expands to include the Bridge (C) control point on the southern edge. There is also a significant increase in air traffic thanks to the additional scout helicopters spawned at the Mall (B) and Power Station (D). With a total of five flags on the map, both teams should try to capture and hold at least three of them in order to drain the opposing team's tickets. For the US team it makes the most sense to center their efforts around the Construction Site (A), Mall (B), and Bridge (C) to give them a solid footing on the west side of the map. Meanwhile, the RU team should focus their efforts at the Bank (E), Power Station (D), and Bridge (C) to consolidate their influence on the city's eastern side. Of course, if manpower allows, look for opportunities to capture more than three flags. But given each team's access to scout helicopters, it's important to keep defenders posted at each control point that your team holds. The scout helicopters make it easy to stage breakout attacks by air-dropping troops at any point on the map. So even if your team captures all five flags, don't expect to lay siege to the opposing team's base unless you have a way to shoot down their scout helicopter.

US Base





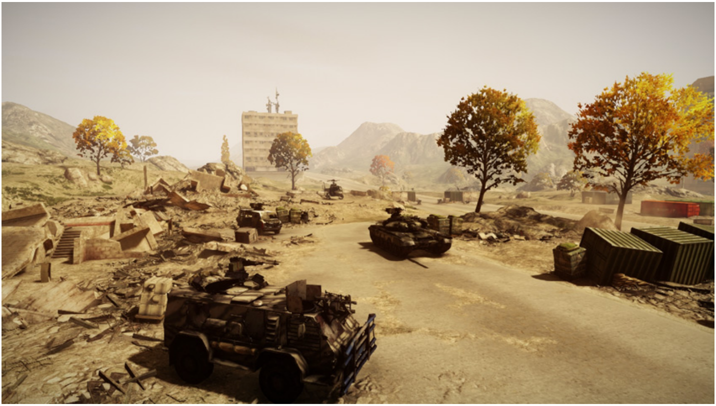


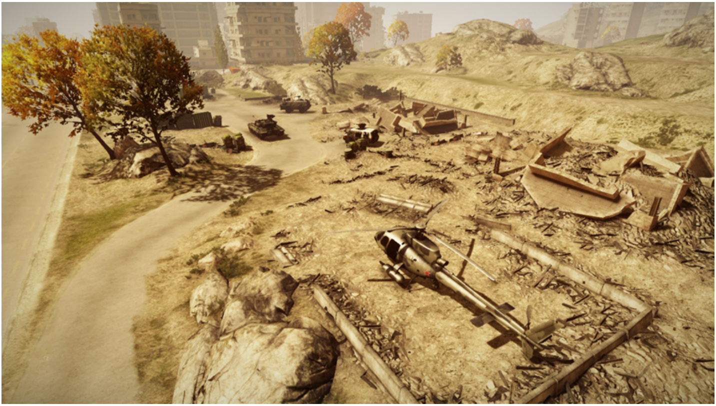


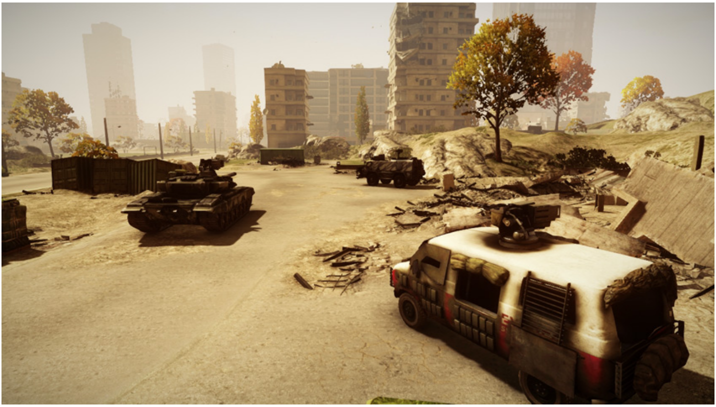
Base Assets				
Name	**Rhino**	**Phoenix**	**M1 Abrams**	**AH-6J Little Bird**
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	40 sec.	50 sec.

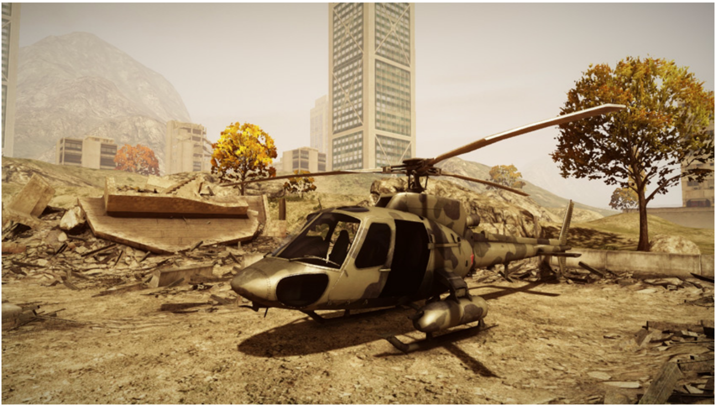
As in the smaller variant, the US team deploys from the southwest corner of the map, on the city's outskirts. When starting the match here, utilize every passenger seat in the four vehicles to transport troops into the city's center. Use the Rhino and Phoenix to rush the Construction Site (A) and Mall (B) while the AH-6J flies troops to the distant Bridge (C) or Power Station (D). If your team can lock down three control points at the start of the battle, you can assume a defensive posture and simply guard those flags for the remainder of the match while bleeding the RU team's ticket count. While the US Base is off limits to the RU team's ground forces, watch for attacks by their Z-11W scout helicopters. This location spawns the bulk of the US team's vehicles, and they are tempting strafing targets for enemy pilots. The machine guns mounted on the Phoenix, Rhino, and M1 Abrams are all capable of dishing out some damage against these airborne threats. But engineers armed with Stinger missiles are even more effective for deterring such attacks.

RU Base







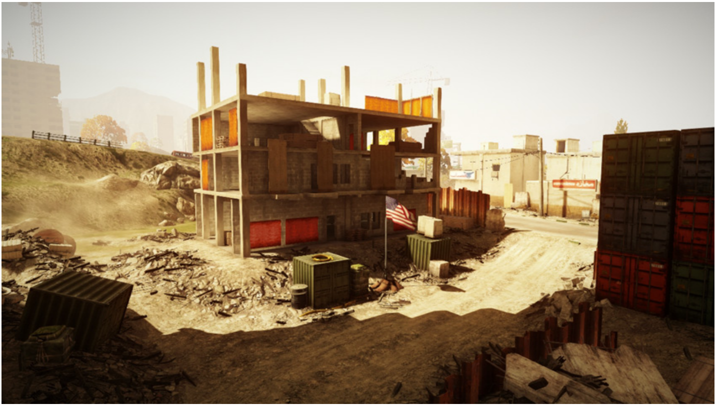


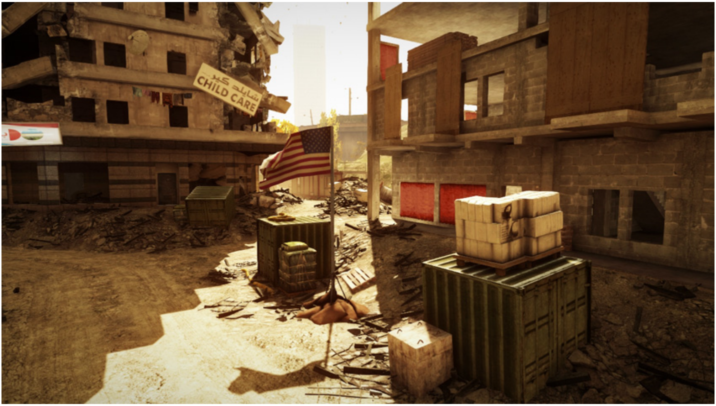
Base Assets

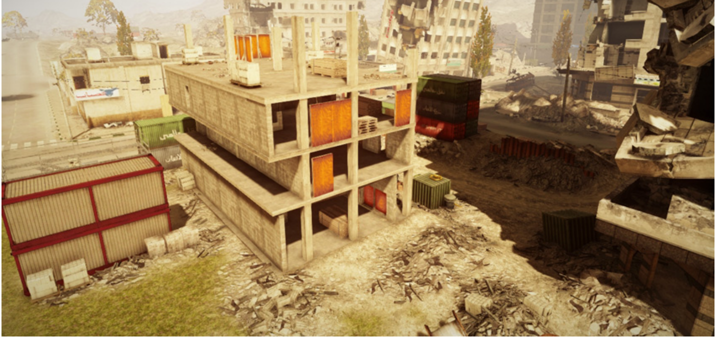
Name	Rhino	Barsuk	T-90A	Z-11W
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	40 sec.	50 sec.

The RU team's base is located in the northeast corner of the map and it spawns a wide mix of vehicles that are ideal for rushing neutral control points at the start of the match. Like the US team, the RU must make the most of their vehicle occupancies to transport the team into the city. So don't race off into the city until all the seats in your vehicle are filled. The Rhino and Barsuk are perfect for moving troops to the Bank (E) and Power Station (D). Meanwhile, load the Z-11W scout helicopter with infantry and drop them off at the Mall (B) and Bridge (C) before the US team can take control of these critical control points. Given the large number of vehicles spawned at the RU Base, it's a potential target for US helicopter pilots. While it's not worthwhile to post defenders here full-time, be prepared for the possibility of strafing attacks when spawning here. Even with this looming threat, it's still important to deploy here so you can transport vehicles into the city, such as the T-90A. These vehicles won't do your team any good collecting dust back at your base so make an effort to spawn here and move them to the front lines.

A: Construction Site







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Control Point Assets		
US Control	**RU Control**	**Respawn Time**
LAV-25 (1)	—	50 sec.

Located only a few meters from the US Base on the west side of the map, the Construction Site (A) serves as a gateway into the city for the US team. Given its close proximity to the US Base, this control point is likely to be captured and controlled by the US team throughout the course of the battle. But the US team shouldn't take this flag for granted since it produces an LAV-25, spawning in the street to the west—the control point produces no vehicles for the RU team. The flag here is positioned along a dirt road that cuts through the site, making it easy for both infantry and vehicles to capture. The green, cube-shaped shipping containers flanking the flag offer plenty of cover for infantry. However, the partially constructed building on the south side of the flag is a popular hiding spot for defenders. So when attacking here, consider making a quick sweep of this structure before attempting to convert the flag. Recon troops should consider dropping a Radio Beacon inside this building in an effort to maintain a presence at this location, even if the flag falls into enemy hands.

B: Mall

Supernova
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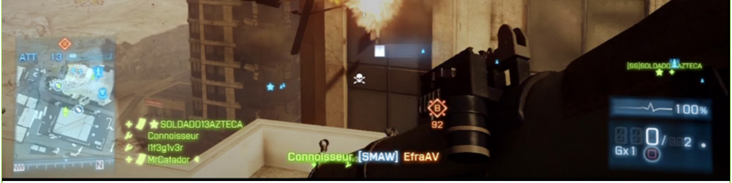
Supernova
سوپرنوا

Control Point Assets

US Control	RU Control	Respawn Time
AH-6J Little Bird (1)	Z-11W (1)	60 sec.
M220 TOW Launcher (1)	9M133 Kornet Launcher (1)	10 sec.

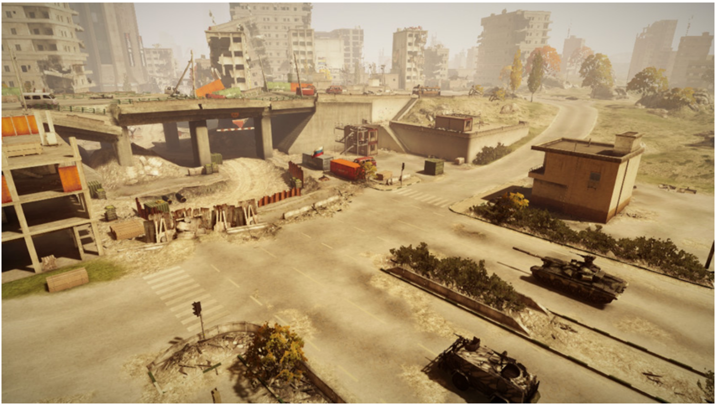
The map gets its name for this monolithic shopping mall on the city's west side. This structure dwarfs all the other buildings in the neighborhood, so it's easy to spot no matter where you are on the map. Unfortunately, the earthquake has heavily damaged this source of local pride, leaving gaping holes in each of the four perimeter walls. This makes it possible to access the building's interior from any direction. A makeshift dirt road has also been carved through the center of the building and it allows vehicle access from the north and west sides. With so many entry points, the flag, located on the ground floor, is easily accessed by infantry and vehicles. The capture radius of the flag is quite large, and even allows troops on the second floor promenade to capture and contest it. The second, third, and fourth floors of the structure are accessible to infantry. But damage to these floors restricts movement to the east side. Still, these elevated perches are ideal for monitoring enemy traffic around the flag below. So when attacking here, consider approaching from the exterior sky bridge on the east side of the building. The sky bridge leads directly to the second floor, so you can capture the flag without stepping onto the ground floor. The team who controls this flag gains access to an extra scout helicopter thatspawns on a rooftop to the west. Since this helicopter spawns so far from the flag, it can easily be captured (or booby trapped) by enemies.

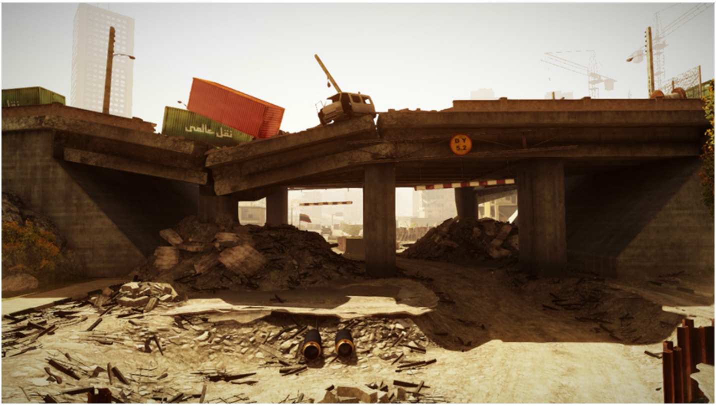
Tip

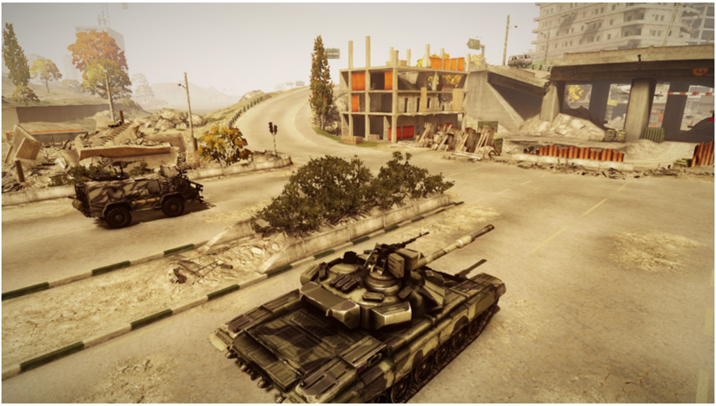


Many players neglect to keep an eye on the action occurring above them. There are many high ledges surrounding the Mall (B)—use these elevated points to your advantage and get the drop on opposing forces.

C: Bridge







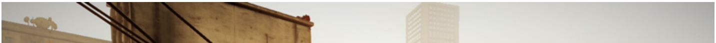
Control Point Assets

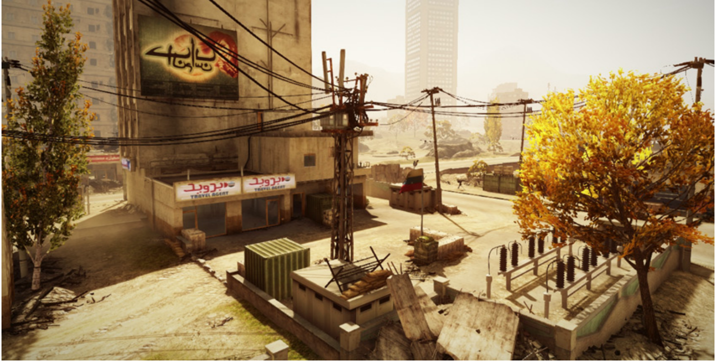
US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.
M1 Abrams (1)	T-90A (1)	50 sec.
M220 TOW Launcher (1)	9M133 Kornet Launcher (1)	10 sec.

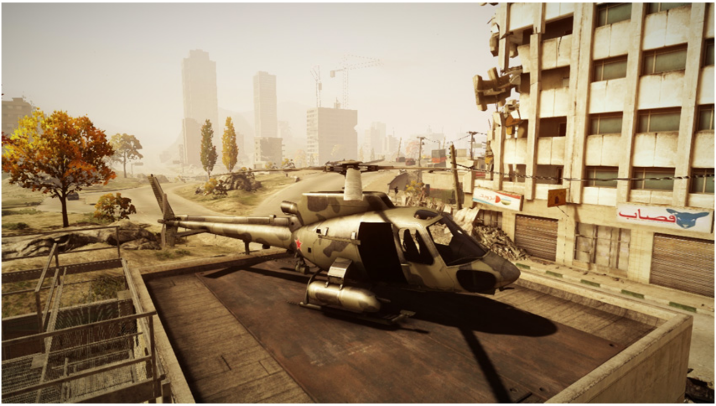
Tucked away on the southern edge of the map, the Bridge (C) is somewhat isolated from the heavy fighting occurring in the city's center. But the lure of gaining two more vehicles, including a tank, should make capturing and holding this flag a priority for both teams. The flag and its spawned assets are located on the south side of the heavily damaged span from which the control point gets its name. There isn't much cover near the flag itself, so consider capturing this flag from within an armored vehicle such as a tank or IFV. Several streets lead to this location, but attacks from the Construction Site (A) to the west, and the Power Station (D) to the east are the most common. When defending here, deploy as an engineer and drop mines near the flag while taking up an overwatch position in the partially constructed building to the west or on the bridge itself to the north. From these elevated positions, it's easy to engage enemy infantry and vehicles gathered near the flag. In addition to watching the flag, keep an eye on the vehicles spawned to the south—don't let the enemy steal your tank!

D: Power Station

TRAVEL AGENT
TRAVEL AGENT







Control Point Assets

US Control	RU Control	Respawn Time
AH-6J Little Bird (1)	Z-11W (1)	60 sec.
M220 TOW Launcher (1)	9M133 Kornet Launcher (1)	10 sec.

This makeshift electrical substation is located in the parking lot of an abandoned travel agency, along with the control point's flag. Like the Mall (B), this control point produces a scout helicopter for each team, which makes it a very popular control point. But this helicopter spawns far from the flag, on a rooftop to the east. This makes the helicopter relatively easy for the opposing team to steal or sabotage, so don't let it sit idle too long. Get it into the air and help out your team by transporting troops or strafing enemy infantry and tanks. The flag here is somewhat exposed in the center of the parking lot, but the adjacent concrete blocks offer some cover for infantry—just stay low. The travel agency building on the east side of the parking lot offers even more protection for defenders monitoring the flag—consider hiding a Radio Beacon inside this building to give your squad a spawn point within the city's center. While infantry attacks can trickle in from all directions, vehicles can only access the flag from the southern street. To deter vehicle attacks, defending engineers should place mines on the south side of the parking lot. The TOW or Kornet launcher, located to the south, is also well positioned to counter vehicle attacks.

E: Bank

METROPOLITAN BANK

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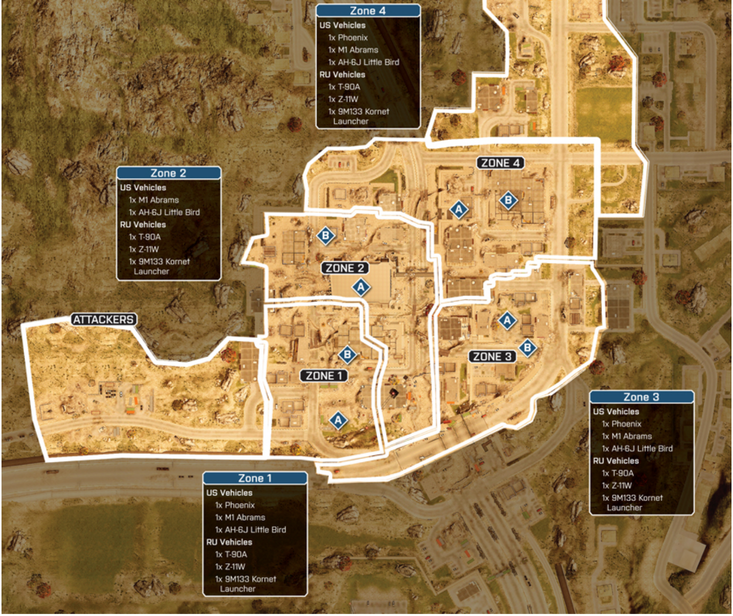
convenience
مغازه
نقل عالمى

Control Point Assets

US Control	RU Control	Respawn Time
—	BMP-2M (1)	50 sec.

Located directly south of the RU Base, the Bank (E) is always within the RU team's reach. As a result, the RU team is likely to capture and control this flag throughout the match. But the RU team can't be complacent and leave this control point undefended. The Bank (E) produces a BMP-2M IFV (spawned to the north) for the RU team, providing them with some heavy firepower that is ideal for locking down this location or assaulting nearby control points—the US team gains no assets by holding this control point. The flag is located in a covered entryway on the building's southwest corner. While it's possible for vehicles to drive into the cramped entryway, this flag is best captured by infantry. However, before rushing toward the flag, watch for defenders posted on the ring-like rooftop above. This small rooftop area can be accessed via ladders on the west and south sides. From this elevated position its possible to fire down on enemies gathered near the flag. This rooftop position is also an ideal sniper perch for recon troops monitoring the western and southern approaches.

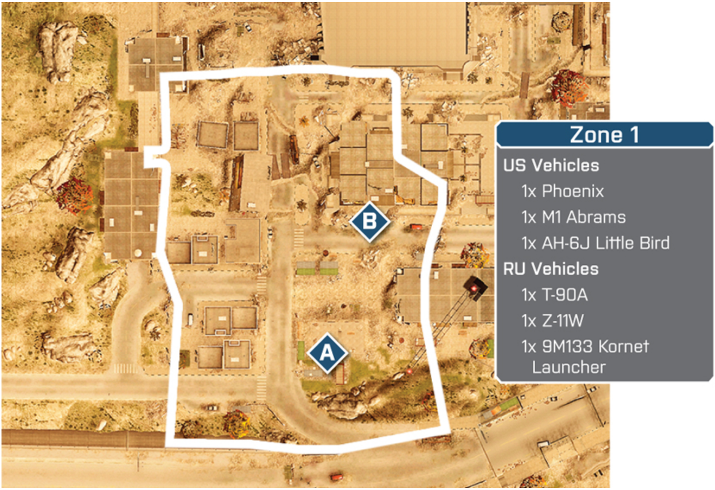
Rush



Click here for interactive maps

During this Rush battle, both teams have access to tanks and scout helicopters, providing an added sense of urgency and danger to each phase. The battle is spread across four zones, starting out at the Construction Site and then moving on to the Mall, Power Station, and Bank. While infantry combat dominates the fight over each objective, both sides should be prepared to counter the threats posed by the tanks and helicopters. In close matches, these vehicles often cancel each other out. But neither team can rely on their own vehicles to win each tank vs. tank or helicopter vs. helicopter duel. That's where engineers come in. In addition to repairing these critical vehicles, engineers can also dish out some serious damage through the deployment of mines and the firing of anti-tank and anti-aircraft missiles. The team that manages to field engineers in the most effective manner stands a good chance of walking away with a win. But don't forget to get keep your vehicles in the fight as well. Once destroyed, vehicles often spawn far from the action. Still, they can all be accessed directly from the spawn screen, which makes it easy to get them back in the fight.

Zone 1: Construction Site



US Deployment

Deployment Area Assets

Name	Phoenix	M1 Abrams	AH-6J Little Bird
Quantity	1	1	1
Respawn Time	30 sec.	30 sec.	60 sec.

At the start of this Rush battle, the US team deploys from the west side of the map. There are two initial deployment areas for the team. Infantry spawn just outside the city while the vehicles spawn in the area to the west, similar to the US Base during Conquest. If you want one of the vehicles, spawn directly into it from the spawn screen instead of hiking back to the west. Since the infantry spawn close to the city, this puts them within early-round striking distance of both objectives. So if you spawn here, sprint to the east in an effort to reach the objectives before the RU team can secure them. Alternately, use the Phoenix and Little Bird to rush troops to the front lines. However, be mindful of the RU team's T-90A and Z-11W scout helicopter—the M1 Abrams and Little Bird are best suited for dealing with these threats. But in the event that friendly vehicles aren't available, make sure your team has plenty of engineers armed with rocket launchers and Stingers to knock out the RU team's tank and helicopter.

RU Deployment

Deployment Area Assets

Name	T-90A	Z-11W	9M133 Kornet Launcher
Quantity	1	1	1
Respawn Time	50 sec.	60 sec.	10 sec.

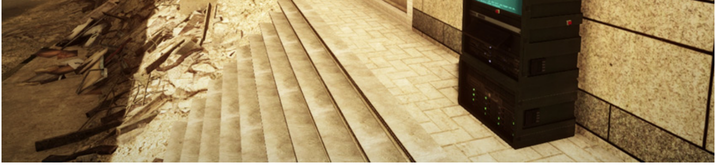
The race is on at the start of this battle, and the RU team has little time to waste. Most of the RU team deploys on the east side of the hotel, putting them close to M-COM Station B. However, reaching M-COM Station A at the Construction Site before the US attackers arrive can be tough. Infantry spawning near the hotel should make a beeline for the Construction Site. Meanwhile, get the T-90A to the front lines, too, and deploy it along the street between the two objectives—try to position the tank so it can ambush the incoming traffic from the west. Instead of relying on the Z-11W scout helicopter to transport troops, use it to attack the US team's Little Bird, preferably with Heat Seekers. When the US air threat is eliminated, use this helicopter to support defensive efforts on the ground by strafing the M1 Abrams and Phoenix. If the RU team can survive the initial assault, the Z-11W is perfect for strafing the US team near their deployment area on the west side of the map. A good helicopter pilot can make all the difference in this fight.

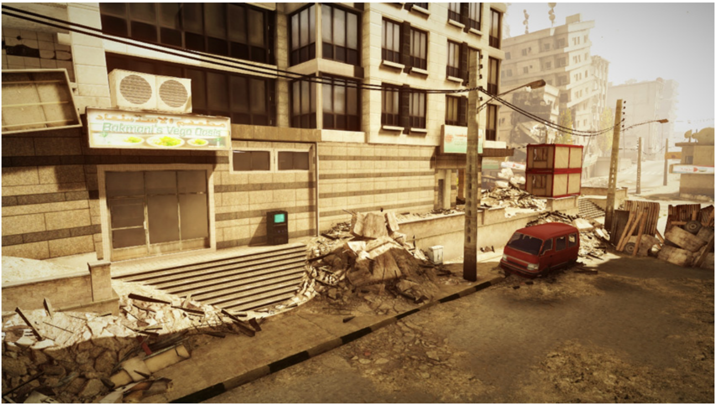
M-COM Station A

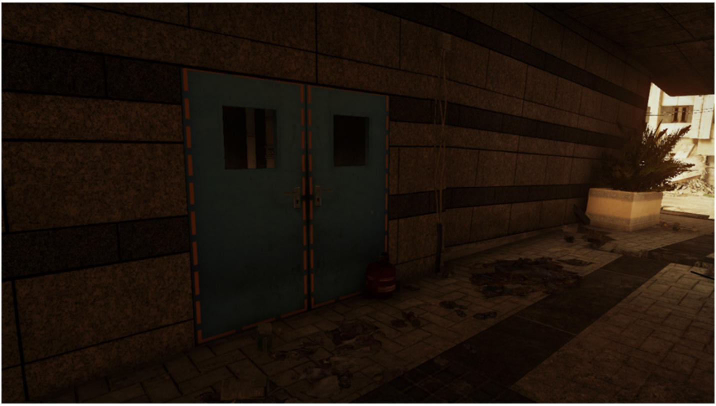
شايلد كير
CHILD CARE

M-COM Station A is on the ground floor of the partially constructed building at the Construction Site. This objective is likely to come under attack first given its close proximity to the US team's deployment area to the west. Therefore, the RU defenders must sprint here if they wish to prevent an early-round attack. The objective is completely exposed on the east side of the building. Infantry hiding among the rubble to the east have a clear line of sight on the objective. As a result, the attackers should consider securing this side of the building before attempting to plant a charge—if necessary, park the M1 Abrams here to serve as a makeshift wall. Both sides stand the best chance of securing this objective if they can maintain a presence nearby. Therefore recon troops should consider placing Radio Beacons in the upper floors of this building to serve as forward spawn points. Whether attacking or defending, spawning on the upper floors of this building is a great way to stay near the action.

M-COM Station B

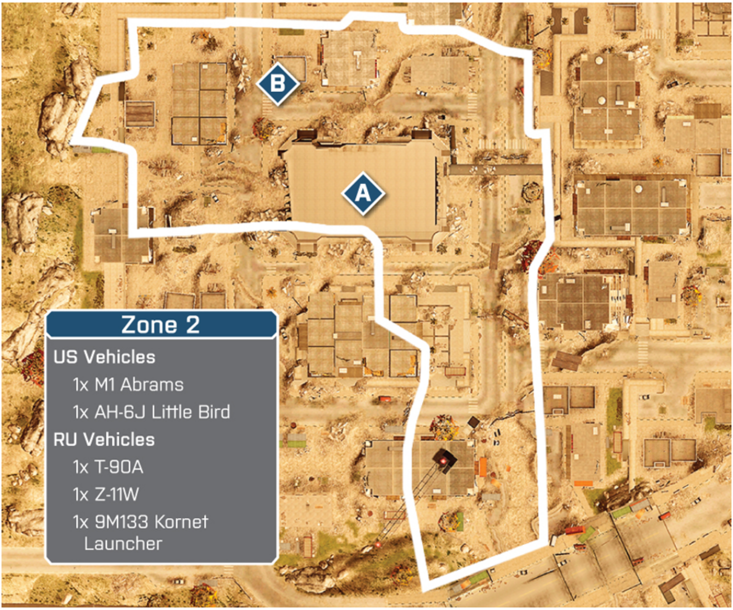




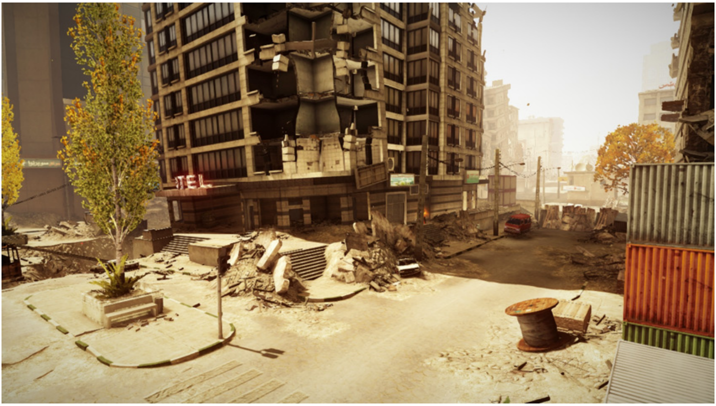


This objective is completely exposed, positioned alongside the southern exterior wall of the hotel, directly across the street from the Construction Site. The objective is visible from multiple angles, as well as from the upper floors above M-COM Station A. This makes the objective extremely dangerous for the attackers to approach without the aid of vehicles. In an effort to deter early-round attacks, the defenders should move their T-90A into the street adjacent to the objective. Instead of attacking along the street, attacking infantry can sneak up on the objective by accessing a hidden shortcut in the hotel. Locate the blue double doors within the hotel entryway and shoot red gas tank nearby to clear a path. Beyond the doors is a passage leading to the restaurant adjacent to the objective—place a Radio Beacon inside this building. From here infantry can rush out of the restaurant and plant a charge on the objective, minimizing their exposure in the street. Still, it's a good idea to obscure the objective in smoke before attempting to plant a charge. At the very least, park the M1 Abrams nearby to offer some protection and covering fire.

Zone 2: Mall



US Deployment



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شرکت بازرگانی محمد و محمد
Mohamed & Mohamad Trading Co

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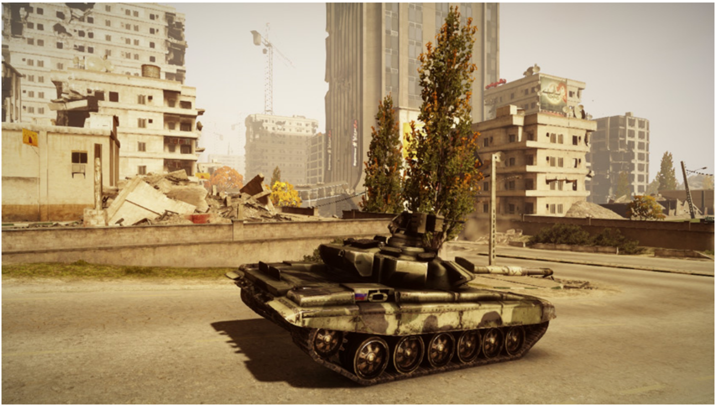
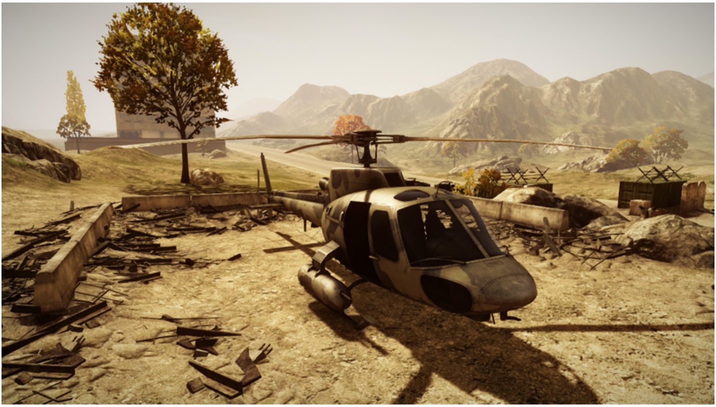
Deployment Area Assets

Name	M1 Abrams	AH-6J Little Bird
Quantity	1	1
Respawn Time	30 sec.	60 sec.

Following the destruction of the M-COM stations at the Construction Site, the US team's deployment area shifts into the city. US infantry now deploy at the intersection by the Construction Site and hotel. The team's M1 Abrams spawns in the street, a block west of the Construction Site, and the AH-6J Little Bird still spawns back at the original deployment area to the far west—both vehicles can be accessed directly through the spawn screen. As in the previous phase, the vehicles provided to the US team are essential for countering the RU team's T-90A and Z-11W. In addition to hunting down the enemy vehicles, the Little Bird is effective for scattering troops around the map—this is a great way to stage early-round sneak attacks on the distant M-COM Station B. Expect the heaviest fighting inside the Mall while attempting to set a charge on M-COM Station A. Consider driving the M1 Abrams into the Mall to provide cover and fire support while teammates attack the objective.

RU Deployment

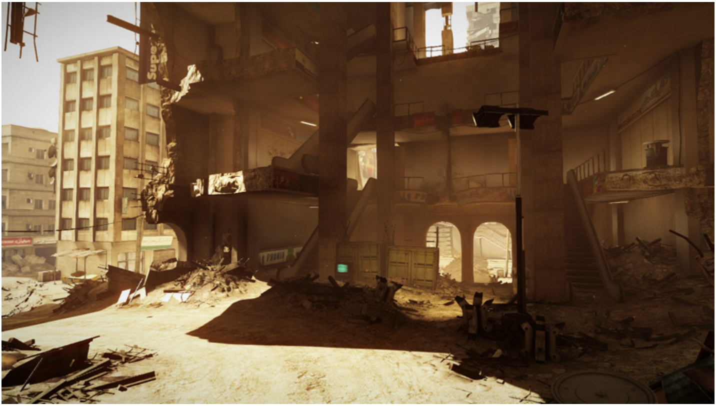


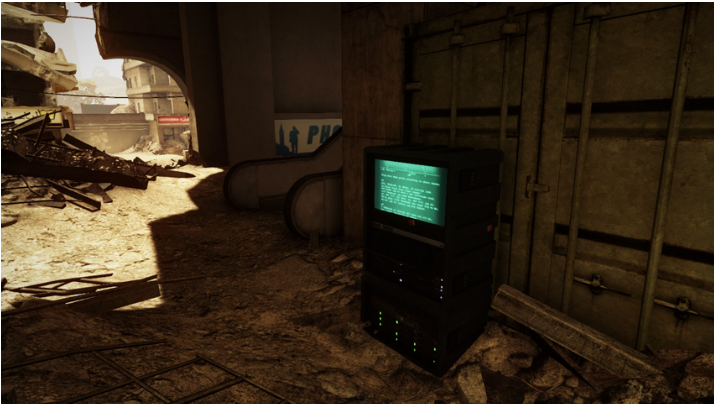


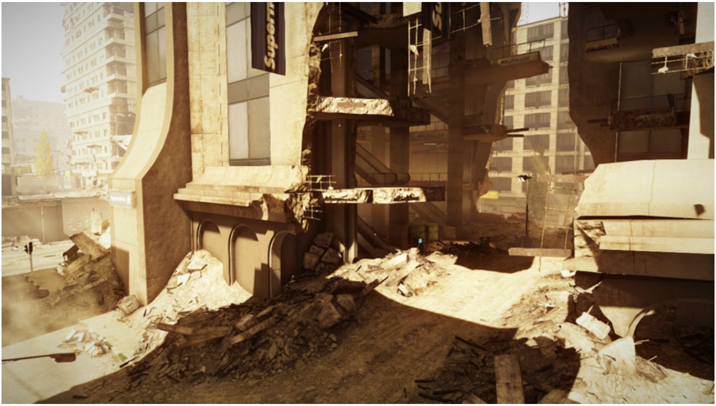
Deployment Area Assets			
Name	**T-90A**	**Z-11W**	**9M133 Kornet Launcher**
Quantity	1	1	1
Respawn Time	50 sec.	60 sec.	10 sec.

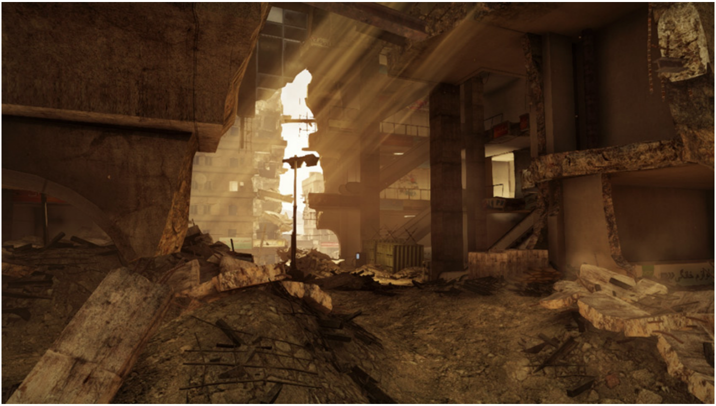
After losing ground at the Construction Site, the RU team is pushed back deeper into the city, and deploy in the street northeast of the Mall. Unlike the previous phase, this time the RU team has a few extra seconds to prepare their defenses around the two objectives. First, get troops into the Mall and establish a perimeter around M-COM Station A, utilizing the upper floors as overwatch positions. Simultaneously move troops to M-COM Station B and watch for enemy traffic along the street to the south—use the nearby Kornet launcher to target the US team's M1 Abrams. Park the T-90A at the southwest corner of the Mall and hammer US troops near their deployment area to the south. If necessary, retreat to conduct repairs or whenever you need to respond to flanking attacks. Finally, attack aggressively with the Z-11W, engaging both the Little Bird and M1 Abrams—use Heat Seekers and cannon fire to shoot down the Little Bird, then perform strafing runs on the US team's tank.

M-COM Station A









M-COM Station A is located on the Mall's ground floor, which makes it an extremely dangerous objective to attack given the numerous sight lines focused on this position. The second, third, and fourth floors of the Mall are all accessible and they give the defenders plenty of elevated overwatch positions from which to cover the objective. In addition to watching the objective, defending engineers should place mines along the northern and western entry points to prevent the US team's M1 Abrams from charging into the Mall. Before racing to the objective, the US team should work to secure the Mall's upper floors. Infiltrate the Mall from the sky bridge on the east side and sneak up on the defenders from behind. However, watch the sky bridge for Claymores and other booby traps—the sky bridge is a narrow choke point that the defenders can leverage to score some easy kills. Both teams should place Radio Beacons on the Mall's upper floors to maintain a presence close to this objective.

M-COM Station B

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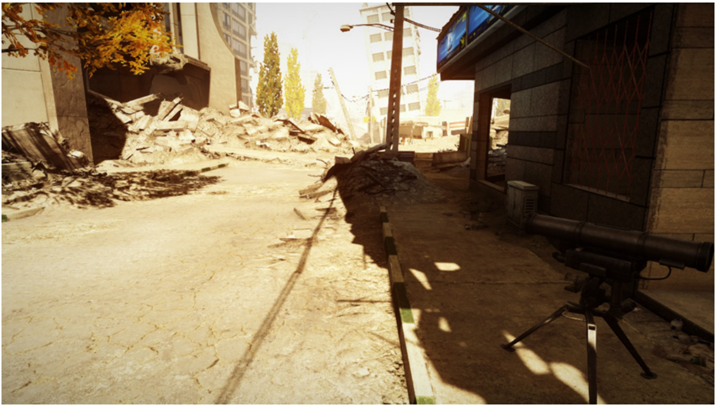
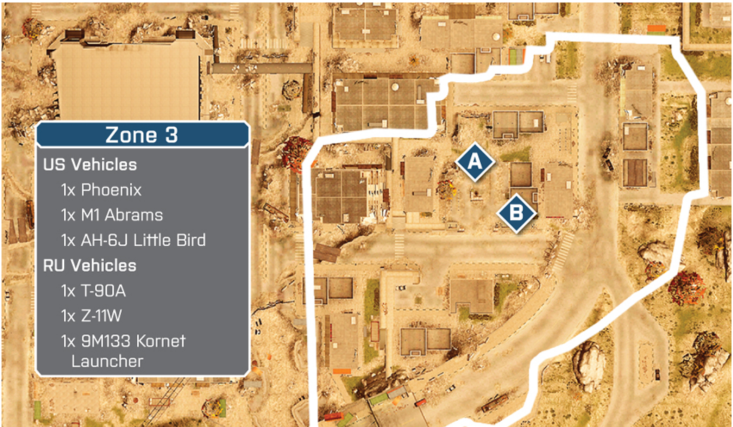
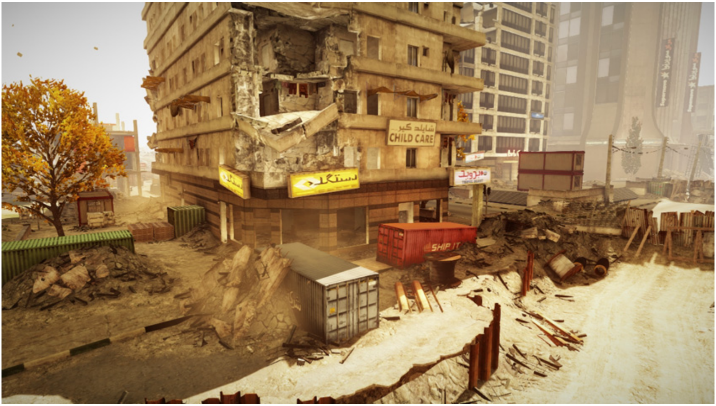


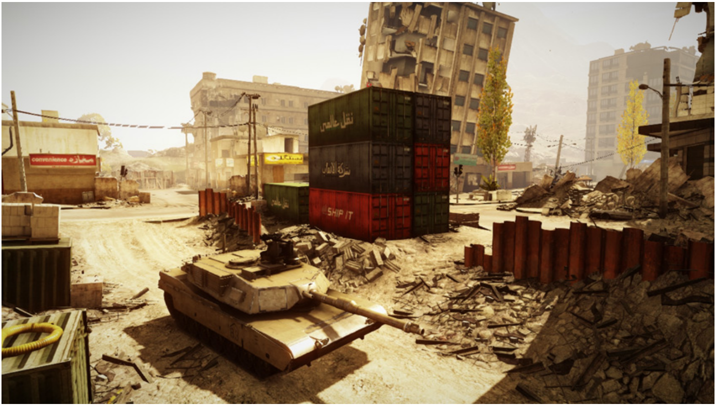
This objective is housed within the small convenience store across the street from the Mall. The store's interior can be accessed through doorways on the north and south sides of the structure. However, the perimeter walls of the building are destructible, so attackers can make their own doorway with explosive weaponry. Instead of camping inside this small building, defenders should focus their efforts on the perimeter, hiding among the surrounding alleys and rubble to ambush enemy troops rushing toward the store. The long sight lines offered by the nearby streets make this a popular area for snipers, so be ready to dive behind cover, whether attacking or defending. A Kornet launcher is positioned across the street to the west, and it's ideal for engaging the M1 Abrams—attackers can use this same launcher to attack the T-90A or to punch holes in the convenience store.

Zone 3: Power Station



US Deployment





Deployment Area Assets

Name	Phoenix	M1 Abrams	AH-6J Little Bird
Quantity	1	1	1
Respawn Time	30 sec.	30 sec.	60 sec.

In this phase of the battle, the US team's deployment area shifts slightly to the west in preparation for their assault on the objectives at the Power Station. Infantry spawn in the street just south of the hotel while the M1 Abrams and Phoenix are deployed to the west—the AH-6J Little Bird still spawns at the original deployment area on the city's western outskirts. Since the next set of objectives are clustered in a small area, punching through the RU team's consolidated defenses can be tough. Therefore the team needs to coordinate a simultaneous attack on the Power Station, hitting both objectives at once. The M1 Abrams and Phoenix are most successful advancing along the Bridge, flanking the Power Station from the south. Meanwhile, use the Little Bird to counter the RU team's Z-11W and T-90A. Infantry should take up positions among the buildings on the west and south side of the Power Station, utilizing Radio Beacons and squad spawning to apply consistent pressure against the objectives.

RU Deployment

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Deployment Area Assets

Name	T-90A	Z-11W	9M133 Kornet Launcher
Quantity	1	1	1
Respawn Time	50 sec.	60 sec.	10 sec.

Immediately following the loss of the two objectives at the Mall, don't waste any time securing the next set of objectives at the Power Station. With both objectives placed only a few meters from each other, the defenders can consolidate their forces at one location. The defending infantry deploy in the street just north of the Power Station, along with the T-90A. The Z-11W spawns back at the original helipad to the far north. As usual, the US team's vehicles pose the biggest threat, so use the T-90A and Z-11W to counter the incoming M1 Abrams, Phoenix, and Little Bird. Engineers can assist by placing mines and firing rocket launchers and IGLAs. While most attackers advance along the street to the west, prepare for flanking attacks crossing the Bridge to the south—consider posting a squad on the Bridge to detect and ambush opponents here. To avoid losing control of the Power Station, each defending squad should post a Radio Beacon near the objectives, preferably within the abandoned travel agency building. If the RU team can maintain a presence here, they stand a good chance of holding out for a win.

M-COM Station A

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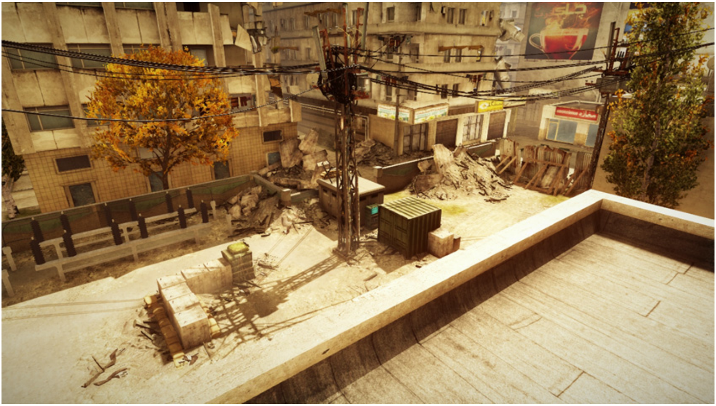
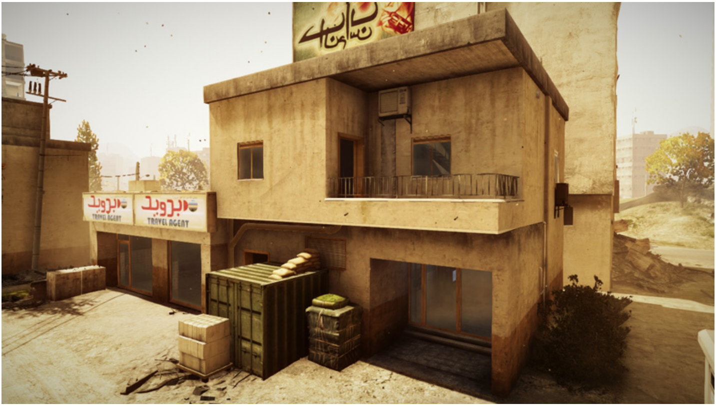


M-COM Station A is located at the Power Station, tucked between a gray transformer box and a green, cube-shaped shipping container. The cramped, narrow space between the transformer and shipping container is the perfect spot for Claymores and C4, so attackers should always toss a grenade into this space before rushing in to set a charge. The parking lot in which the objective is located is relatively open and offers very little cover. Therefore, attackers should saturate the area around the objective with smoke before stepping into this likely kill zone. Defenders are usually posted in the travel agency building to the east—the rooftop of this building is also accessible and offers a great view of the Power Station. Attacking infantry have the best chance of sneaking up on this objective through the rubble-filled alley to the west, under the cover of smoke.

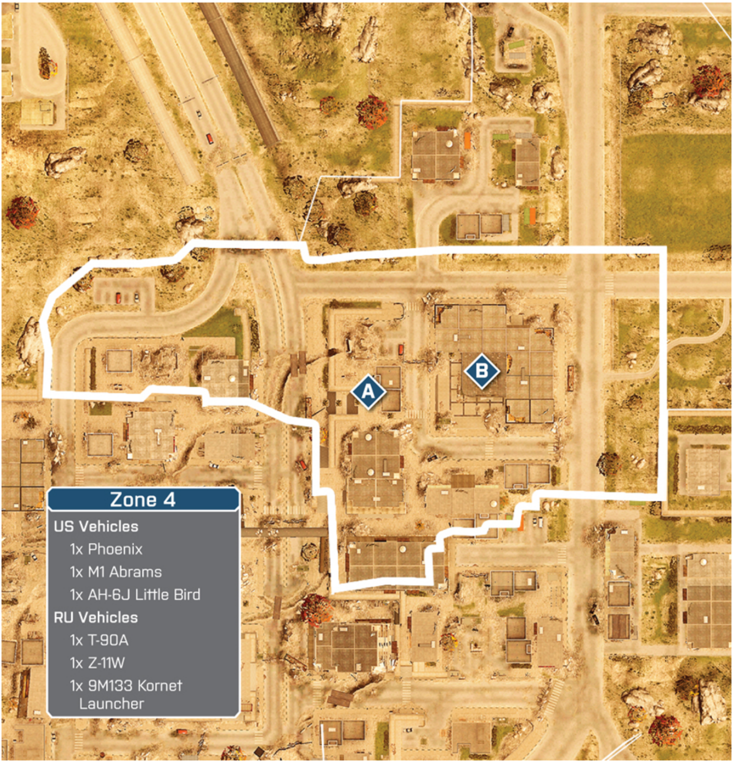
M-COM Station B



TRAVEL AGENT
TRAVEL AGENT

Located only a few meters from M-COM Station A, this objective is housed within the ground floor of residence adjoined to the travel agency. Doorways on the east and west sides of the building allow easy access to the objective. The perimeter walls of the building are also destructible, which gives the attackers the opportunity to create their own entry points. On the east side of the objective is a staircase leading to the building's second floor. The second floor of this building serves as a good base of operations for both teams—drop Radio Beacons here to maintain a spawn point close to the objectives. The rooftop of this building is also accessible, and it offers a good vantage point of the surrounding area. Attackers flanking from the Bridge to the south can sometimes sneak up on this objective without being noticed.Enter through the doorway on the east side of the building to avoid being detected.

Zone 4: Bank



Zone 4

US Vehicles

- 1x Phoenix
- 1x M1 Abrams
- 1x AH-6J Little Bird

RU Vehicles

- 1x T-90A
- 1x Z-11W
- 1x 9M133 Kornet Launcher

US Deployment

Deployment Area Assets

Name	Phoenix	M1 Abrams	AH-6J Little Bird
Quantity	1	1	1
Respawn Time	30 sec.	30 sec.	60 sec.

Having successfully taken out six M-COM stations up to this point, the US team only needs to destroy two more objectives to secure a win in this battle. This time the US team's infantry and Phoenix spawn near the Power Station—the M1 Abrams spawns on the Bridge to the south and the Little Bird deploys from the original deployment area to the distant west. The next objectives are located near the Bank to the north. The best way to secure this area is by taking control of the streets on the south and west side of the Bank building. The M1 Abrams and Phoenix are well suited for engaging opponents along this street—just watch out for the RU team's T-90A and infantry manning the Kornet launcher on the west side of the bank. While the vehicles make a push along the streets, infantry should advance from the south, securing M-COM Station B before making a move on M-COM Station A. The Little Bird is still a useful air asset but should prioritize maintaining air superiority by shooting down the RU team's Z-11W.

RU Deployment

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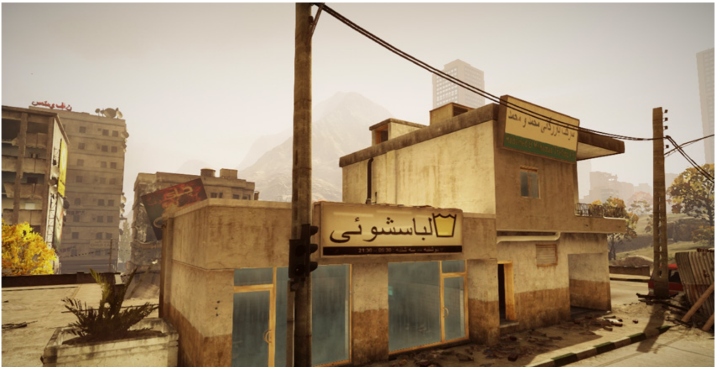
Deployment Area Assets

Name	T-90A	Z-11W	9M133 Kornet Launcher
Quantity	1	1	1
Respawn Time	50 sec.	60 sec.	10 sec.

This is the RU team's last chance of holding out for an upset. If your team hasn't managed to halt the US advance at this point, redouble your efforts to keep the T-90A and Z-11W in the battle as long as possible. This requires support from engineers to provide repairs. If the T-90A takes heavy damage, retreat to a safe location and perform repairs immediately. Engineers riding in the Z-11W as a passenger can conduct repairs on the fly, helping keep the helicopter airborne for long periods of time. It's equally important to keep troops clustered around the objectives at all times. Instead of constantly spawning on the north side of the Bank, use squad spawning and Radio Beacons to keep your team close to the action. The street on the west side of the bank is likely to see heavy action since it runs between the two objectives. Focus the majority of your team here so they can respond to attacks on either M-COM station. But also watch for flanking attacks from the east or west—T-UGS motion sensors are ideal for detecting such maneuvers.

M-COM Station A



OLITAN BANK

METROPOLITAN BANK

M-COM Station A is housed within an abandoned convenience store across the street from the bank. Given the heavy traffic along the adjoining street, this building is likely to take heavy damage from tanks that reduce the perimeter walls to dust. As a result, attackers shouldn't have too many problems finding a suitable entry point. The east side of the store is mostly glass, giving defenders posted at the Bank a clear view of the objective. This angle can also benefit the attackers if they manage to take out M-COM Station B first and use the Bank as a forward base. So whether attempting to set a charge or disarming one, prepare to take incoming fire from the Bank. Snipers posted on the Bank's rooftop pose a serious threat. To avoid exposing yourself to incoming fire, approach the objective from the west side, using the M-COM station for cover.

M-COM Station B

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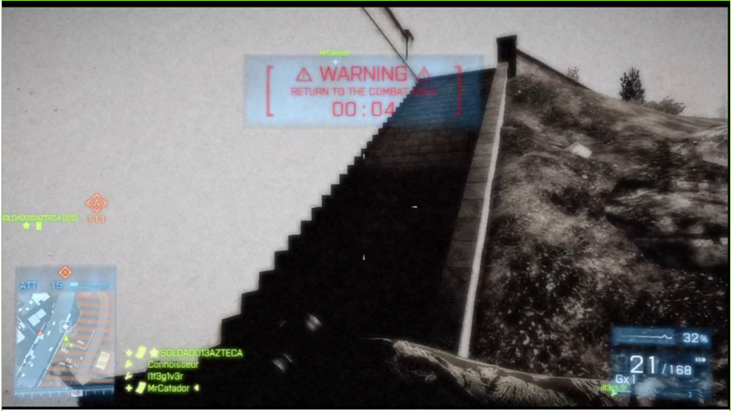
METROPOLITAN BANK

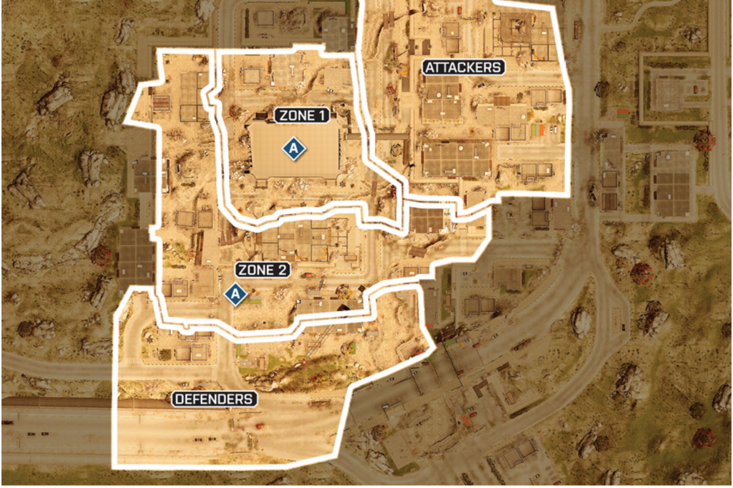
This objective is located at the Bank's entryway, in the same position as the flag during Conquest matches. While this M-COM station looks relatively sheltered, it can be monitored from multiple directions, including from the convenience store across the street—snipers posted on this rooftop have a great view of this area. The entryway's ring-shaped rooftop, directly above the objective, is another possible overwatch position. There are also multiple hiding spots around the objective itself, so watch for campers positioned behind the various planters, shipping containers, and rubble. When attacking here, it's best to approach from the east side, avoiding the chaos in the western street. It's possible to drive a vehicle next to the objective, but maneuvering in this cramped space can be difficult. Still, if all else fails, driving a tank next to the objective may give infantry just enough time to arm or disarm a charge.

Tip



When attacking during Rush, consider cutting through the map's perimeter boundaries to flank opponents. But remember you only have 10 seconds while moving outside the playable area. Most players will not expect you to emerge from these out-of-bounds areas.

Squad Rush



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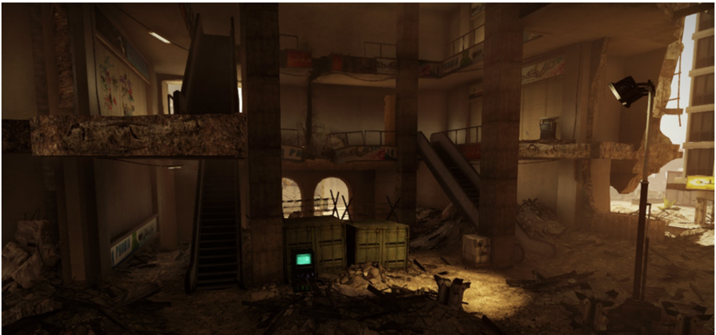
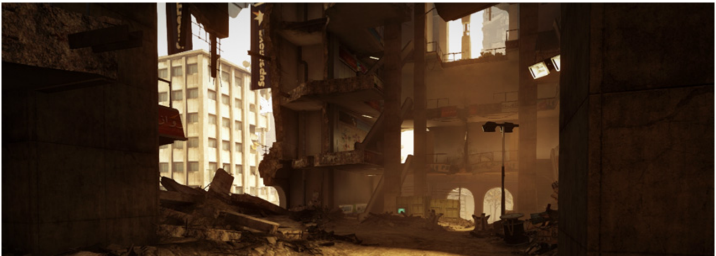
During this small-scale Rush battle, both objectives are situated in very exposed locations, adding a degree of difficulty for the attacking squad. The areas around the Mall and Construction Site offer long sight lines, so prepare to engage opponents at intermediate and long range—sniper rifles and assault rifles are ideal. To avoid walking into a trap, the attacking squad should carefully survey each location with a MAV before approaching either objective. Likewise, the defending squad should rely on a MAV of their own (or T-UGS motion sensors) to locate the attackers. Given the lack of cover around each objective, always deploy smoke to provide some concealment when attempting to arm or disarm a charge.

Zone 1





The first M-COM station is located on the ground floor of the Mall. With so many potential entry points, this massive structure is extremely difficult for only one squad to lock down. So instead of trying to hunt down the attacking squad in the surrounding streets, the defenders are better off camping within the Mall and staking out positions where they have a clear view of the objective. Instead of attacking from one of the street-level breach points, the attacking squad should access the Mall's interior from the sky bridge on the east side. This path provides access to the Mall's second floor promenade, an ideal overwatch position. However, the sky bridge is an obvious path, and may be watched or booby trapped by the defenders. Therefore, deploy a MAV and fly it into the Mall to locate the defenders. This may reveal weaknesses in their defenses, allowing your squad to find an alternate path. Whether arming or disarming a charge, use grenade launchers to mask the objective in smoke.

Zone 2

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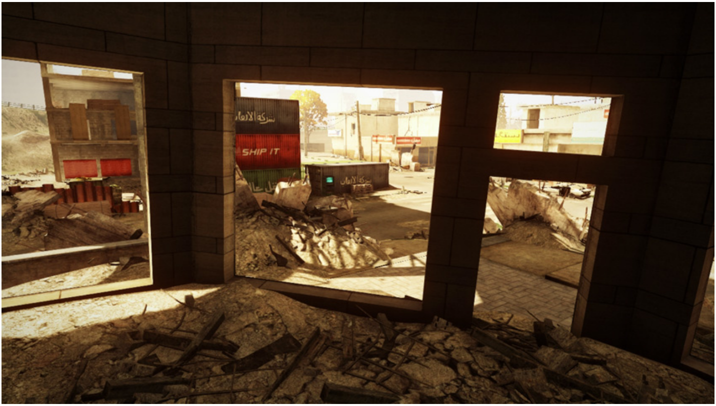
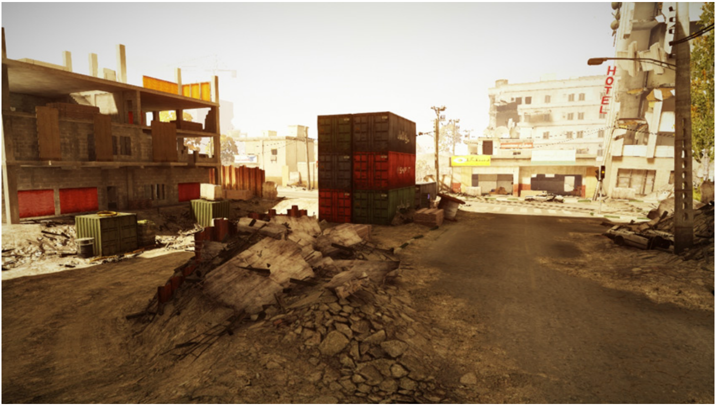
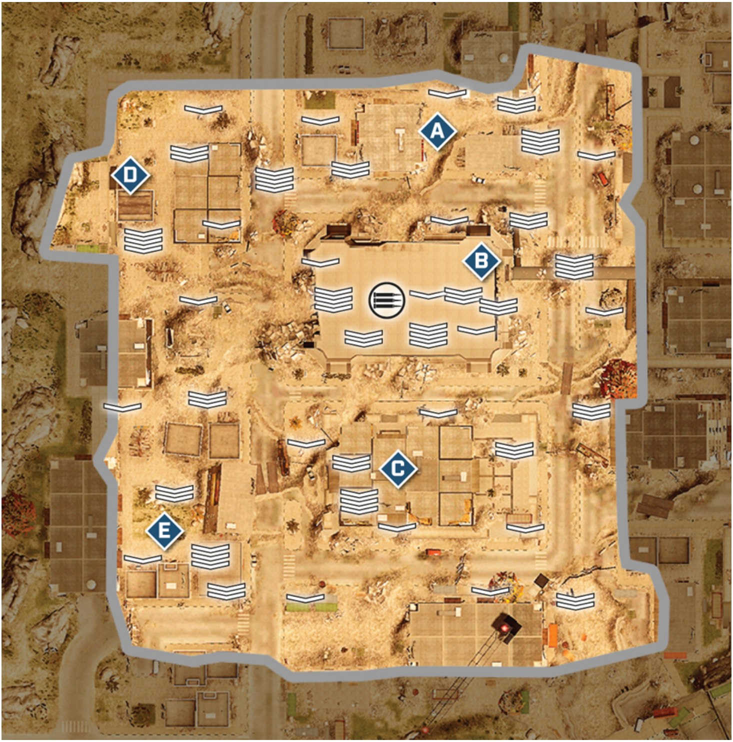




The second M-COM Station is located along the street near the Construction Site and across the street from the hotel. This objective is completely exposed, giving the attacking squad another challenge. The defending squad can monitor the objective from multiple vantage points, including the rooftop to the west as well as from within the storefront on the hotel's southwest corner. Instead of charging down the adjoining streets, the attacking squad should cut through the hotel and establish a presence to the north of the objective—place a Radio Beacon within the hotel to maintain a spawn point nearby. Short of completely eliminating the defending squad, there's no safe or easy way to approach the objective. So use grenade launchers to saturate the area with smoke then elect one squad member to rush into the smoke screen and set the charge. The defending squad should be prepared to use similar tactics when attempting to disarm the charge.

Scavenger



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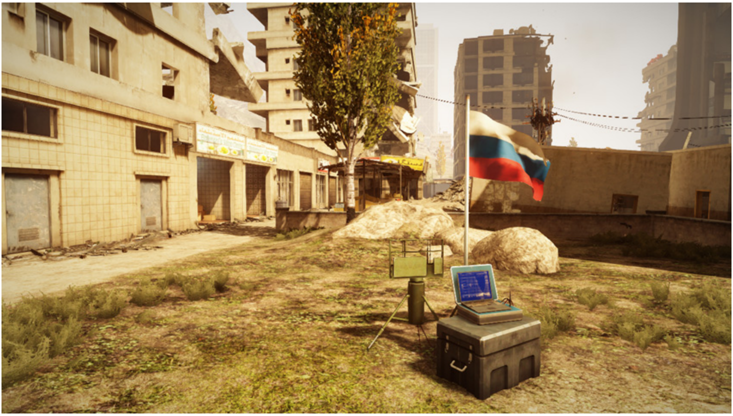
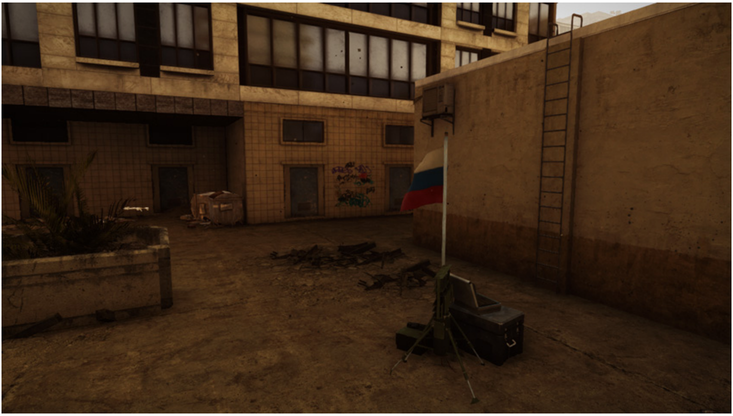
Flag A

Flag B

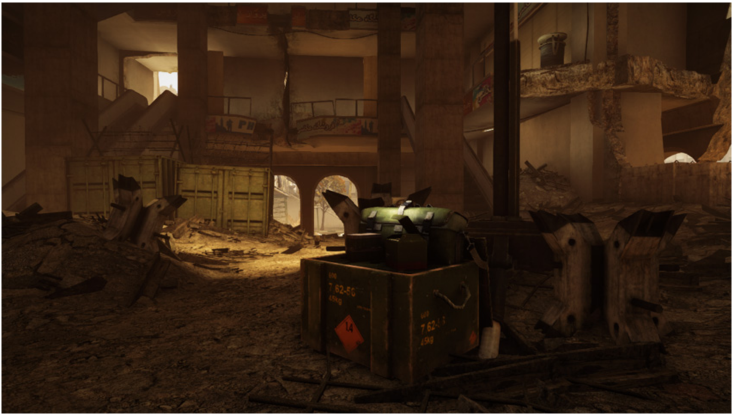
Flag C



Flag D



Flag E



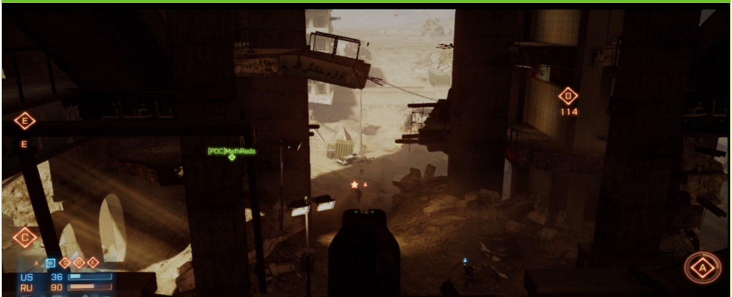
Ammo Crate

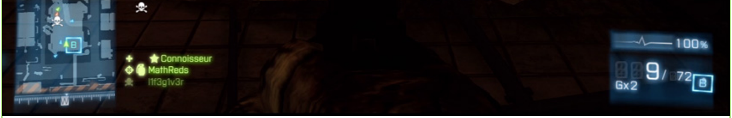
The action on this small-scale map is largely centered around the Mall. Don't get caught up in the chaos of this battle; try to stay focused on the objectives. Like Conquest, the goal is to capture and hold a majority of the five flags—capture a minimum of three flags to initiate a drain on the opposing team's ticket count. Flag B, on the Mall's second floor, is one of the most popular points on the map due to its elevation advantage and the level 2 and 3 weapons nearby. The ammo crate is also located on the floor of the Mall, making this a high-traffic area that is ideal for staging ambushes. Consider making flag B the centerpiece of your team's defensive effort.Add flag A and B to your team's holdings to secure a solid defensive line along the east side of the map. If your team doesn't hold flag B, think twice about visiting the ammo crate on the floor of the Mall; you're probably better off finding a new weapon elsewhere.

Tip

When attacking flag B, approach from the sky bridge on the east side of the Mall. This is safer than charging up the escalators.

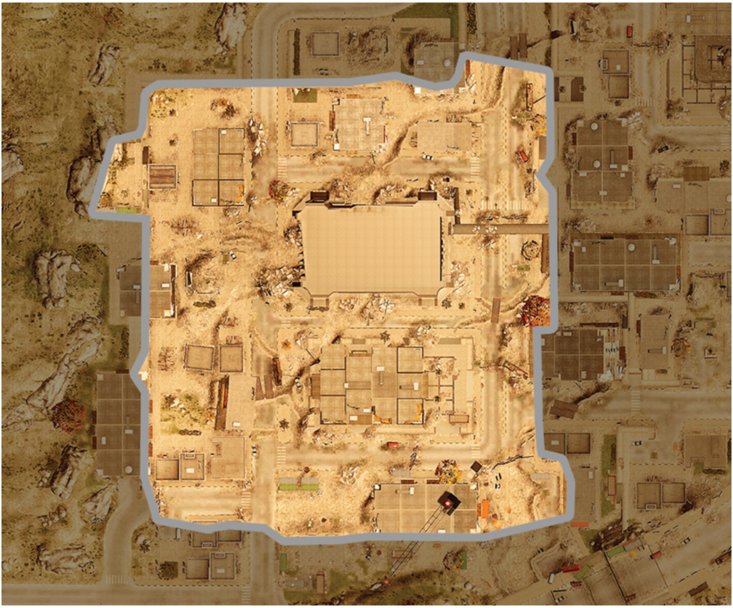
Tip





Flag B is best controlled from a higher vantage point, rather than within the lower level where enemies have better angles on your position.

Gun Master



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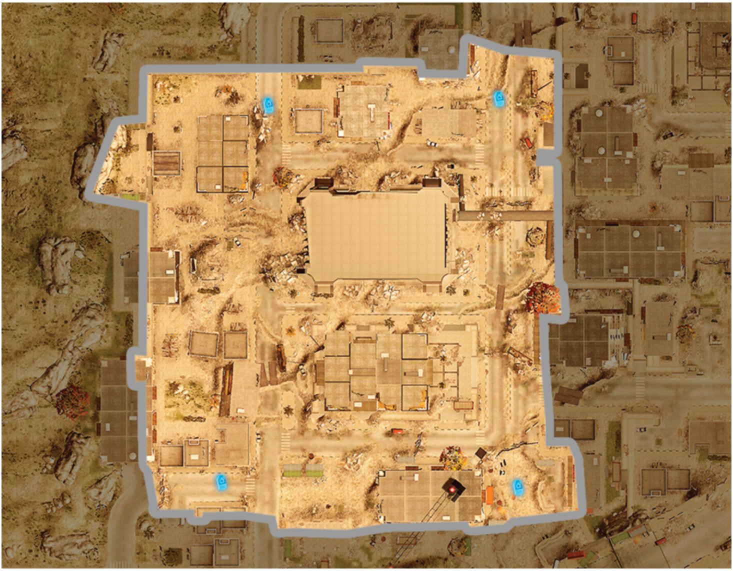
Like Scavenger mode, in Gun Master the fighting is restricted to the area around the Mall and hotel, and it offers a variety of environments to scour for prey. But instead of randomly wandering the map looking for victims, carefully choose areas to patrol based on what weapon you're currently carrying. The ground floor interiors of the Mall and hotel are great places to score your first pistol kills early in the round. However, as the match progresses, make an effort to avoid the Mall until you gain access to longer-range weapons like carbines, assault rifles, or sniper rifles. Other close-quarter weapons like PDWs and shotguns are equally effective when moving about the buildings and alleyways on the west side of the map. The streets surrounding the Mall and hotel are broken up into small spans due to piles of rubble and makeshift barricades. These objects limit sight lines to a degree, but the streets remain the preferred kill zones for long-range weapons like assault and sniper rifles. When it's time to score kills with explosives or the knife, consider scouring the upper floors of the Mall for victims. Infiltrate the Mall from the sky bridge, on the east side, and sneak up on opponents camping the upper levels.

Squad Deathmatch



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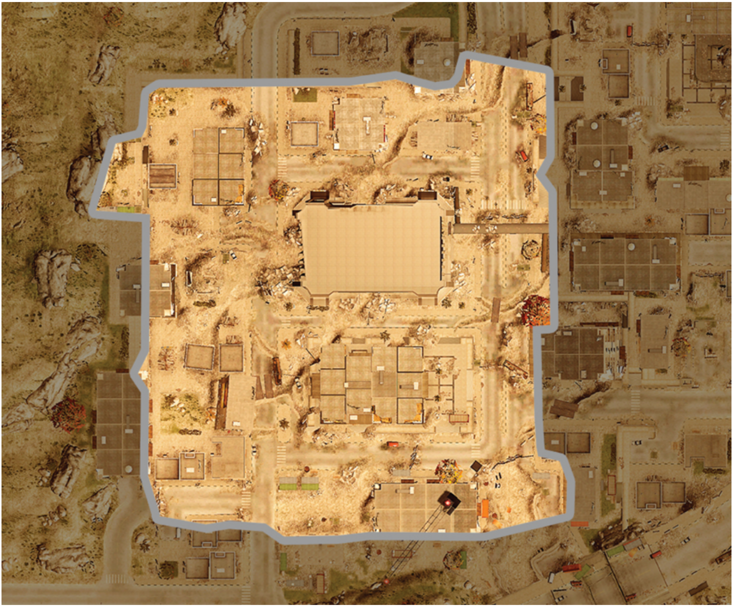
Once again, the city center is the site of this Squad Deathmatch battle, with most fighting taking place around the Mall and hotel. In these matches, most squads automatically gravitate toward the Mall, hoping to secure the upper floors and use the structure as a base of operations. However, the Mall is far too large for a four-player squad to adequately secure—there are simply too many entry points to cover. As a result, the fighting inside the Mall is a chaotic free-for-all, where individual skill often trumps any sense of tactics. If you prefer an arena-style gun battle, by all means, lead your squad into the Mall. However, it's much safer (and wiser) to stay clear of the Mall's interior. Instead, patrol the northern, western, and eastern perimeter of the map—avoid the street on the east side as it's often watched by sharpshooters or patrolled by an IFV. By moving along the perimeter of the map, your squad can rack up plenty of kills by targeting opponents rushing through the center. The perimeter is also where the four possible IFV spawn points are located, so being there increases your squad's chances of gaining access to one of these devastating vehicles. But even if your squad acquires an IFV, stick to the perimeter streets and avoid the Mall's interior at all costs.

Team Deathmatch



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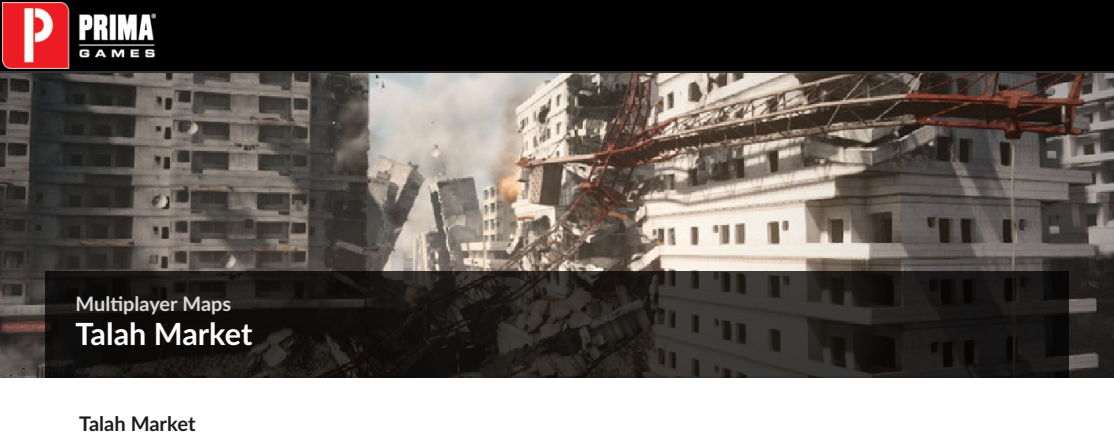
During Team Deathmatch expect more fighting around the Mall and hotel in the center of the city. This is one game mode where it makes sense to make a stand inside the Mall, using it as your team's Alamo. This game mode gives your team the manpower necessary to adequately lock down the location, but only if the team carefully coordinates the defenses. Since the Mall's ground floor is extremely porous, focus on holding the upper floors, and use the elevated promenades and escalators to fire down on opponents. Here the escalators become deadly choke points your team can booby-trap with Claymores and C4. But don't forget to cover the sky bridge on the east side. If it is left undefended, opponents can sneak onto the second floor and engage your team at close range. Some Claymores and an LMG aimed at the sky bridge should be enough to deter such sneak attacks. If you're looking to boost your score while aiding your teammates, plant a T-UGS motion sensor on the floor of the Mall to rack up Motion Sensor Assists. If playing a quick pickup game, with no communication with teammates, it's best to avoid the Mall entirely. Instead, find a few teammates to patrol the map with and patrol the perimeter.

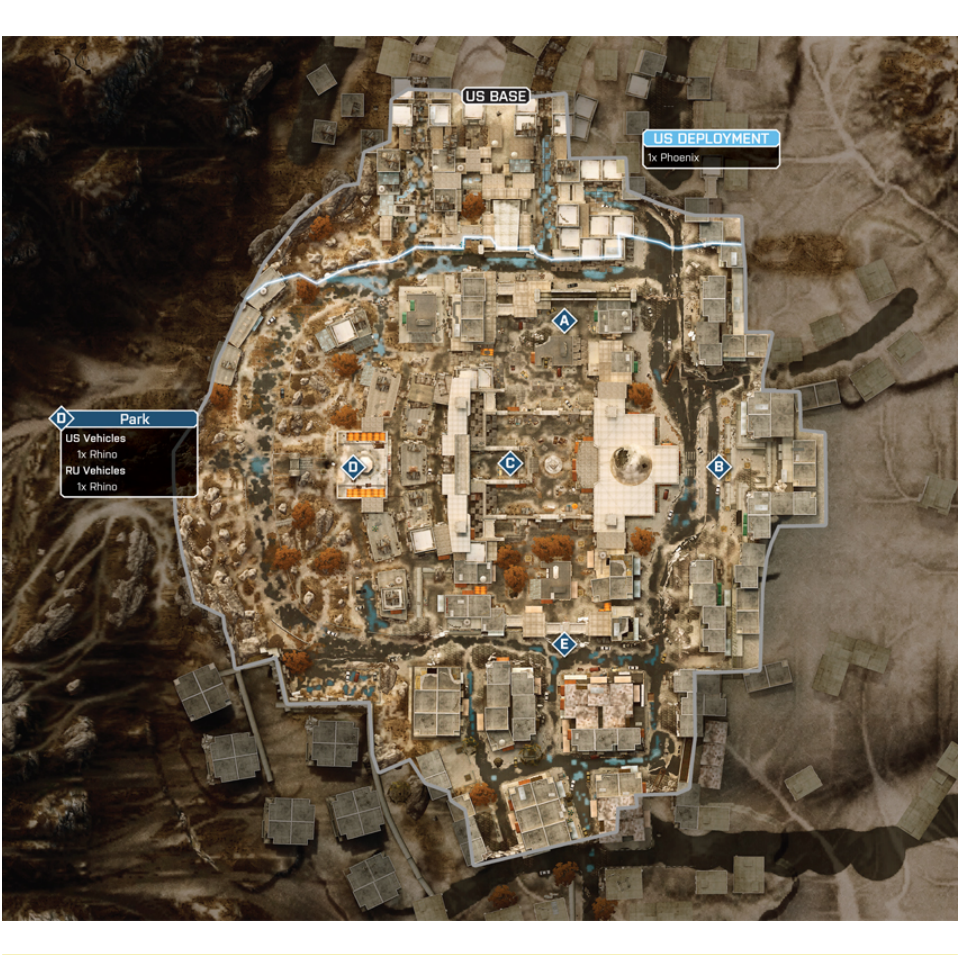


Multiplayer Maps

Talah Market

Talah Market

Conquest



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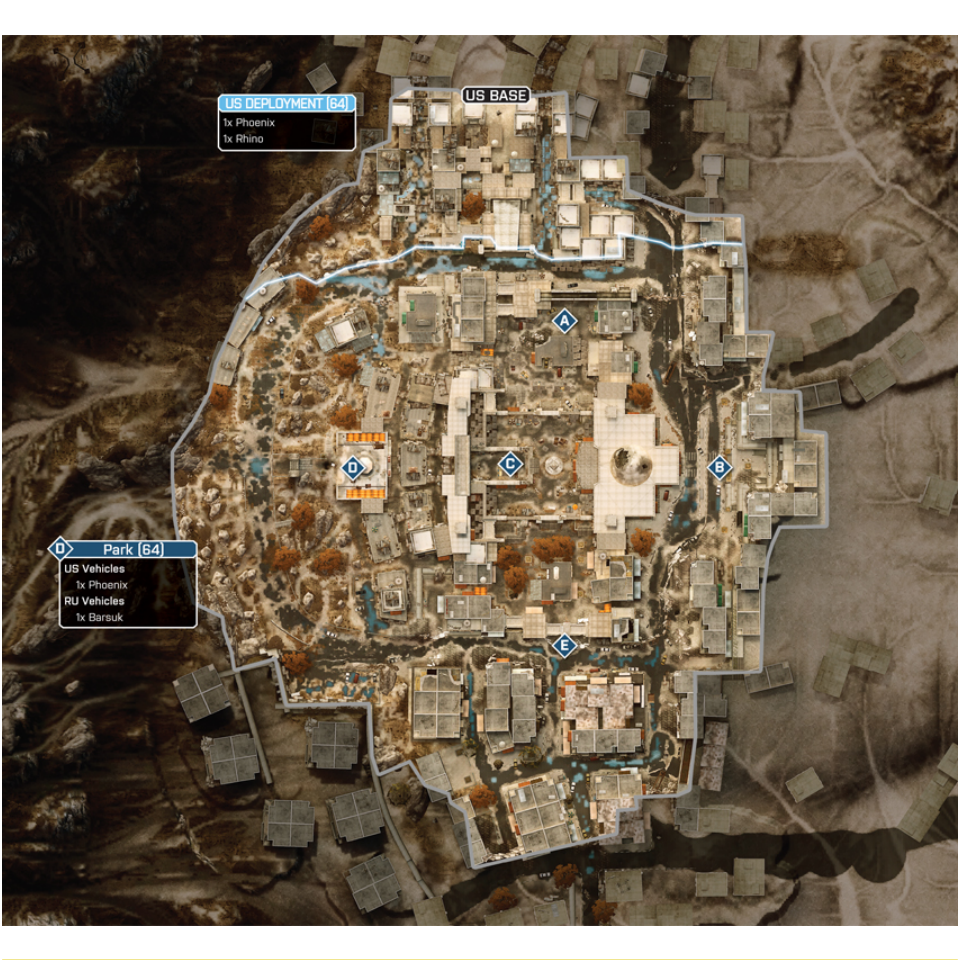
Conquest Assault



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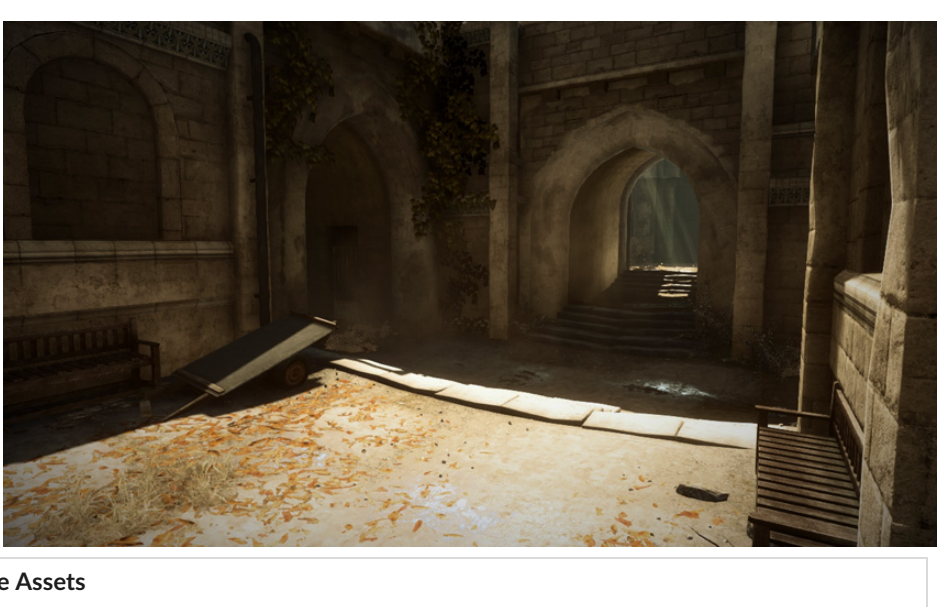
In this Conquest Assault battle the RU team are the defenders, holding all five flags from the beginning. It's up to the US attackers to break out of their deployment area on the north side of the map and secure as many control points as possible. Since the RU team doesn't have access to a base, they can only spawn at the control points they hold. If the US manages to capture all five flags, the RU team can only spawn on surviving squad members until a flag is captured. Without flags or a living squad member to spawn on, the RU team faces certain defeat. As a result, the RU team must emphasize defense throughout the course of the battle. With five flags up for grabs, both teams should attempt to capture and defend a minimum of three flags so they can initiate a drain on the opposing team's ticket count. Since the US team starts with no flags, they begin the match with a slightly higher ticket count. But they also begin with a ticket drain that gives them even more incentive to wrestle three control points away from the RU team. Early on, the US team should make moves against the Main Street (B), Park (D), and Suburb (E) control points instead of grinding away at the nearby Courtyard (A), where the bulk of the RU team is likely to be waiting. With no way to predict which way the US team will go, the RU team needs to position squads at all five of the control points. Still, expect heavy resistance at the Courtyard (A). The RU team needs to hold three of the five flags to maintain the drain on the US team's ticket count, so consider consolidating defensive efforts around three or four flags instead of spreading your forces too thin.

Note

There are two size variants of this game mode, depending on the player count allowed by the server/platform. But both the Conquest Assault and Conquest Assault 64 variants utilize identical control point layouts. The only difference are the vehicles deployed at the US Base and the Park (D) control point. These differences are shown on the map as well as within the asset tables for each location.

US Base



Base Assets

Name	Phoenix	Rhino*
Quantity	1	1
Respawn Time	20 sec.	30 sec.

* = Conquest Assault 64 only

During both Conquest Assault variants, the US team deploys among the narrow streets and alleys on the north edge of the map. The US attackers always have access to a Phoenix here as well as a Rhino in the larger Conquest Assault 64 variant. Vehicles are ideal for rushing the control points on the map's perimeter, such as the Main Street (B), Park (D), and Suburb (E). In addition to transporting troops, the weapons mounted on these vehicles can also come in handy for softening defenses at each control point—keep your distance from enemy infantry and engage at long range. Only a small number of troops can fit in the vehicles that spawn here, so that means the bulk of the US team is stuck moving out on foot. Early during the round, the bulk of the team should make an aggressive push toward the nearby Courtyard (A) control point to the south. But if the defenders won't give up this nearby control point, remain flexible and look for other capture opportunities by moving along the western or eastern edges of the map. With five flags to defend, the RU team is likely to neglect at least one.

Caution

In Conquest Assault, the RU defenders do not have a base. Instead, they must maintain spawn points by defending the control points. If they lose control of all five flags, they run the risk of losing the battle since they have nowhere to spawn.

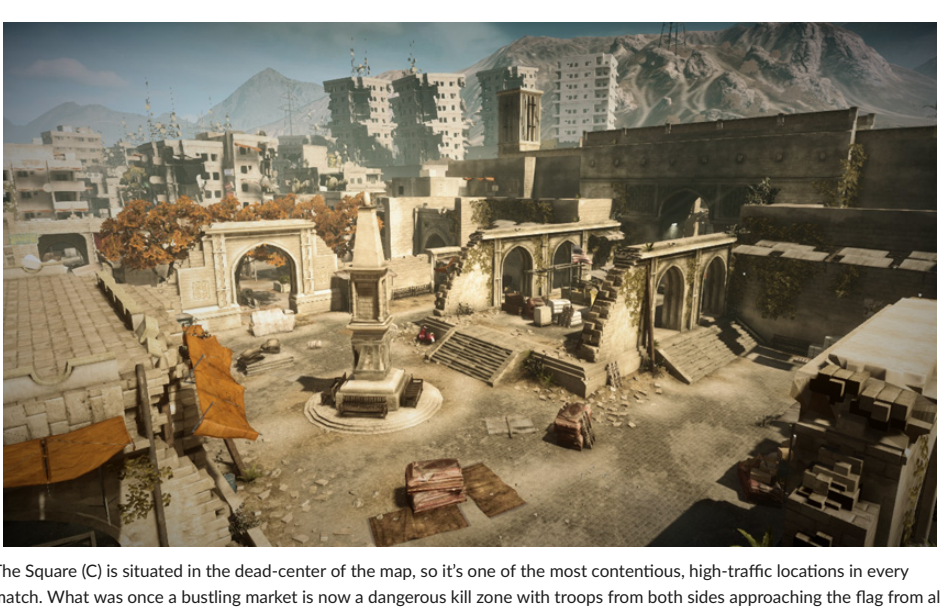
A: Courtyard

The Courtyard (A) is the frontline at the start of each match because of its close proximity to the US Base. Within the first few seconds of the match, large numbers of US troops rush to this position from the north in an attempt to secure the team's first control point. As a result, the RU team should be ready for a massive assault on this position. Early on, most US attackers approach from the large, dual archways directly north of the flag. By taking up flanking positions along the street on the north side of the archways, defenders can intercept the attackers before they can reach the flag—this is a great way to trap the US team at their base. The small garage-like building just south of the flag is another good defensive position. When direct assaults are not successful here, the US team should consider flanking this flag from the alleys to the east or west. While most of the action occurs at this position early during the round, it's important for the RU team to spread their defensive efforts among the other flags as well—don't expect the US team to grind against this control point forever.

B: Main Street

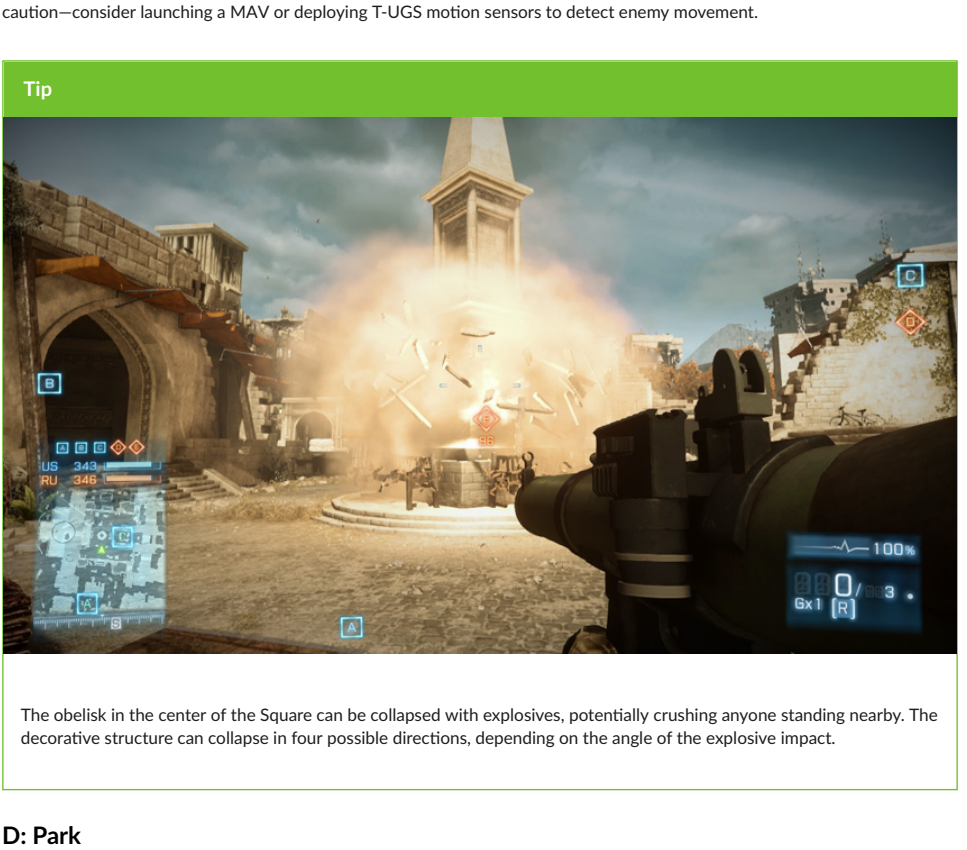
This control point is situated along the street on the east side of the map. The flag is planted next to the street's eastern sidewalk and is thus easy for both infantry and vehicles to capture. However, the lack of cover within the flag's capture radius can make capturing or contesting this flag dangerous. Defending snipers posted along the street to the north or south have a clear view of the flag and anyone who approaches it. The damaged buildings to the east or the abandoned souk to the west offer even more overwatch positions for defenders. Therefore consider capturing this flag from within the confines of a vehicle. At the very least, park a vehicle next to the flag and use it for cover. If no vehicles are available, saturate the flag with smoke and hope the smoke screen lasts long enough for your squad to capture the flag—once the smoke dissipates, you're sitting ducks. Since vehicle traffic is common here, defenders should consider countering with mines and rocket launchers. Vehicle traffic arrives from the north and south while most infantry attacks originate from the Square (C) to the west.

C: Square



The Square (C) is situated in the dead-center of the map, so it's one of the most contentious, high-traffic locations in every match. What was once a bustling market is now a dangerous kill zone with troops from both sides approaching the flag from all directions. The flag is near an abandoned market stall on the west side of this central plaza. Here troops can find some cover among the stacks of rugs and other goods that were left behind—crouch or drop prone behind these objects when attempting to convert the flag. The narrow alleys leading to this control point make it impossible for vehicles to approach the flag. So fighting here is conducted entirely by infantry. Since the flag can be approached from all directions, defending this position can be problematic. So pay close attention to which flags are held by the opposing team to predict which direction attackers are most likely to approach from. There are plenty of hiding spots surrounding the flag, so always approach this area with extreme caution—consider launching a MAV or deploying T-UGS motion sensors to detect enemy movement.

Tip



The obelisk in the center of the Square can be collapsed with explosives, potentially crushing anyone standing nearby. The decorative structure can collapse in four possible directions, depending on the angle of the explosive impact.

D: Park

Control Point Assets

US Control	RU Control	Respawn Time
Rhino (1)*	Rhino (1)*	50 sec.
Phoenix (1)**	Barsuk (1)**	50 sec.

* = Conquest Assault only

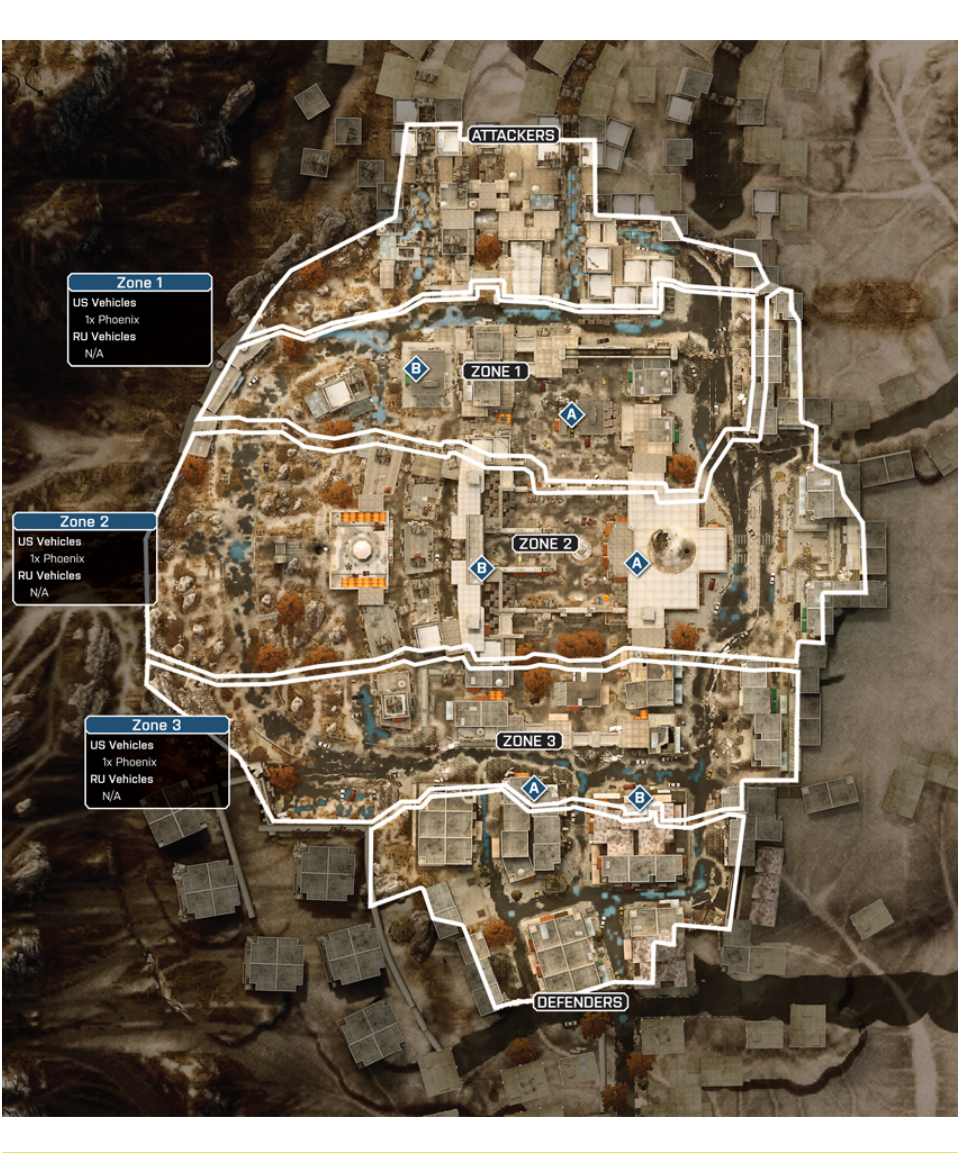
** = Conquest Assault 64 only

The Park (D) is located on the west side of the map and spawns a single vehicle for each team. During the small variant of this game mode, both teams gain access to a Rhino here. In the larger Conquest Assault 64 variant, this control point produces a Phoenix for the US team and a Barsuk for the RU team. In both game modes, this control point produces the only vehicle for the RU defenders. As a result, they should take extra care to defend this location. Gaining access to a vehicle makes it much easier to attack (and defend) the perimeter control points like the Courtyard (A), Main Street (B), and Suburb (E). The flag here is located in the middle of a small plaza. The domed structure similar to a gazebo on the east side of the flag serves as the only suitable form of cover within the flag's capture radius. The Park (D) sits on raised terrain and is only accessible from the east and west sides. The narrow stairways on the east side are a popular route for infantry approaching from the Square (C)—Claymores are effective here. But attacks along the road on the west side are more common. With attackers funneling in from the east and west, defenders should watch the flag from the north or south where they're less likely to be flanked.

E: Suburb

This control point is positioned along the street on the south side of the map. Just because this flag is the farthest from the US Base doesn't mean the RU team should leave it undefended. Utilizing the vehicle(s) spawned at their base, the US team can stage early round breakout attacks against this control point and acquire a spawn point to the south. This gives them the ability to apply pressure on the remaining control points from both directions and puts the RU team at a serious disadvantage. In this sense, holding the Suburb (E) is sometimes more critical than clinging on to the Courtyard (A). So when playing as the RU team, make sure at least one squad holds down this flag at all times. Like the Main Street (B) and Park (D) control points, this flag is located next to a street so vehicle attacks are common—engineers armed with mines and rocket launchers are the best way to counter such attacks. Infantry attacks are most likely to come from the dual archways on the north side. The flag is best monitored from the east or west sides of the street. It's also possible to defend the flag from the rubble-filled street to the south—this area is only accessible by the RU team.

Rush



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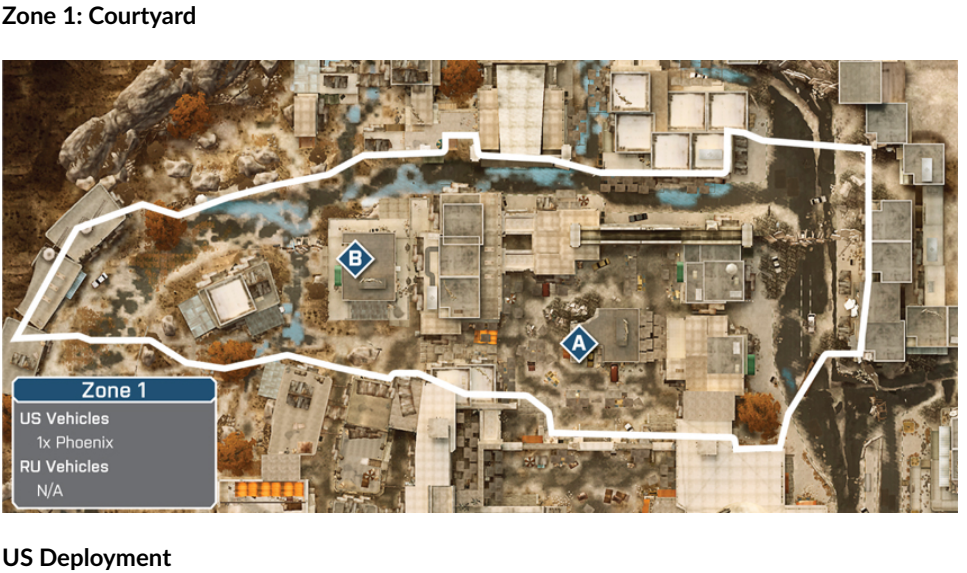
This is a relatively small-scale Rush battle, spread across three zones. With only one vehicle present on the map at any given moment, this is largely an infantry battle, as the US attackers cut a swath through the battlefield from north to south. While the battle progresses in a linear north-south fashion, most of the map is open for exploration, allowing for flanking maneuvers. This requires both teams to stay on their toes and consider alternative paths to the six M-COM stations. The attacking team is best served by fielding assault and support troops as well as a few recon soldiers equipped with MAVs. Recon troops are even more essential for the defenders given their ability to deploy T-UGS motion sensors. These sensors are ideal for detecting flanking attacks. Likewise, defenders may wish to keep some engineers on reserve to deal with the US team's Phoenix. Most of the fighting takes place at close to intermediate range, so choose your loadout accordingly—assault rifles and carbines are the most versatile options.

Zone 1: Courtyard



US Deployment

Deployment Area Assets

Name	Phoenix
Quantity	1
Respawn Time	30 sec.

At the start of the battle the US team deploys from the narrow streets and alleyways on the north side of the map, along with a single Phoenix. The cramped, urban terrain surrounding the objectives in this zone make the Phoenix less effective as a transport vehicle. Instead, deploy it along the street, north of the objectives, and use its weapons to suppress the defenders. Providing fire support here can help friendly troops cross the street without coming under constant fire. Keep the Phoenix positioned to the east or west and avoid direct contact with enemy infantry to prevent getting taken out with rocket launchers or C4. While the Phoenix provides covering fire, the rest of the team should make an aggressive push toward the objectives early during the match, before the defenders can adequately secure them. Make a move for M-COM Station B first, then utilize Radio Beacons to maintain a presence nearby before attacking M-COM Station A.

RU Deployment